FLAMES OF FREEDOM

OPERATIONS MANUAL

COVERT OPERATIONS BUREAU

FLAMES OF FREEDOM OPERATIONS HANDBOOK

This handbook is designed solely for the use of COBRA field operatives seconded to Operation Wildfire. It provides details of the history of the conflict between the Atlantic Federation and the Saharan Empire, information on the 41 islands of the region, full technical specifications for transport, armaments, sabotage techniques, and provides information for a range of situations likely to be encountered throughout the operation.

Its contents are Top Secret and Highly Classified. You are privileged to have access to this sensitive material. Please take care of it.

Good Luck.

CONTROL

COROZAL

JEBBA

ALEDO

PANAO

AGORA

DHAFF

VICENZA

CALABAR

SIK

GAMBOA

IQUITOS

MARACAY

GRAN
PARADISO

LOBOS

ALMIRANTE

NICOBAR

BOUREM

JEREZ

MAGHAR

CRISTOBAL

AOSTA

CAJAMARCA

HEMET

MOCORIT

GALVA

MUAR

ANDARA

CAMARGO

QAMAR

DJOUM

EBBA

GAU

MAJI

HAFRA

CUBANGO

SATARA

VITORIA

SIKASSO

ZAFRIYA

THAR

AN
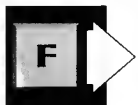DISO

NDOLA

ENI
MAZAR

MAKAT

ORITO

KHASH

GHAZAL

AFRICA

HOW TO USE THE HANDBOOK

There are several ways to learn your craft as a Field Operative, and, whilst trying out and learning the game, you are also encouraged to familiarise yourself with the layout of the Handbook.

F

Those agents who wish to get into the thick of the *action* as quickly as possible, follow the **"Firefight"** route. Those pages and chapters which are essential reading for this route are marked by a square.

R

Those who wish to sample more of the *tactical* element, as well as the *action*, but do not want to see the full range of game options yet, follow the **"Raids"** route. Those pages and chapters which are essential reading for this route are marked by a triangle.

C

For those wishing to try the full game from the start, playing at the *strategic* , the *tactical* and the *action* level, every page becomes essential reading. This is marked with a circle as the **"Campaign"** route.

When you first play "Flames of Freedom", select the "Firefight" route. You may not find life easy. You may not even survive. But you will know what an action-packed challenge you're facing !

After a short while, you'll want to know more about the range of options available to you from a strategic angle, whilst guaranteeing that the mistakes which you are bound to make whilst learning do not prevent you from winning the game eventually. "Raids" allows you to do this.

Finally, when you are ready for the ultimate challenge, in which every decision you make could have a bearing on the outcome, and where the more knowledge you have, the better your chances of success, you should read every page, via the "Campaign" route.

The handbook is divided into 20 chapters, each dealing with a specific area of your work. The first 8 chapters explain how to prepare for missions, and describe the workings of your Head Quarters. They provide everything you need to know about getting started, and will best serve you if read in the order in which they appear.

The second section of the Handbook covers all aspects of your work in the field. The order of events whilst undertaking a mission will vary with each mission, mostly determined by you, but sometimes by fate. You will find the second section at its most useful if you read each Chapter when it becomes relevant during the game.

For a very brief description of any terms which are used during the game please consult the Glossary on page 160.

Finally, a section is provided at the back of the Handbook for notes, but do not think that every piece of information you receive must be noted down. Nearly all of it will be accessible on-screen, via the Function Keys. It is therefore important that you get your Keyboard Overlay to hand now.

THREE LEVELS OF PLAY

Action..........Moving around, exploring, fighting the enemy, all in glorious solid 3-D.

Raids...........Using your tactical skills to complete a whole mission on one island. This involves lots of action, but needs some thought as well.

Campaign.....Using your strategic skills to complete a massive campaign, encompassing all 42 islands.. You'll need all your action skills, all your tactical skills, and an ability to plan ahead in depth.

THE FUNCTION KEYS

Key	Function
F1	Special Actions Key
F2	Rest Key
F3	Autoroute Key
F4	Quick Time Key
F5	Map Key
F6	Self Key
F7	Notebook Key
F8	Mission Objectives Key
F9	Secret Weapons Key
F10	Quit

" Campaign Game: If you intend to play a campaign game, please prepare a blank, formatted disk".

CONTENTS

CONTENTS

THE ATLANTIC FEDERATION AND AGORA

Our Atlantic Federation was formed in 2108 by the political unification of the nations of Verde and Midwinter, following the partial destruction of the Midwinter island by rising sea levels. Its guiding aims were to form binding economic and political ties between the people of Midwinter and Verde, and to extend the hand of friendship to other nations, countries and islands.

The island of Verde was officially renamed *Agora,* from the meeting place in Ancient Athens, the birthplace of democracy. With the final disappearance of the Midwinter island, Agora became the home of the Federation and her people.

Agora is the most westerly of 42 islands which stretch in a broad band to the African mainland. Our neighbouring islands have, for thirty years, been controlled by the dark forces of the Saharan Empire. Intelligence reports lead us to believe that their next target is Agora itself.

THE SAHARAN EMPIRE AND THE SLAVE ISLES

Life for most people on the Saharan controlled islands is, in the main, atrocious. Hundreds of thousands have been transported back to the African mainland as slaves, and those still living on the islands are under the total control of the Saharans, working in a variety of ways to serve the Saharan Empire's desires for economic, political and military strength.

The threat to Agora is taken very seriously. A small number of COBRA Field Agents, placed by the Atlantic Federation Security Council on the islands have been working undercover for sometime. They have discovered plans for "Operation Scorpio", which we believe to be the code-name the Saharans are using for their attack on Agora.

These same agents have also executed covert reconnaisance, allowing us to compile a fairly comprehensive picture of life on the islands. Resistance amongst the people of the islands is at higher levels than we anticipated, and in many places, intricate networks exist, enabling the underground movements to engage in acts of sabotage and defiance against the Saharans. However, the resistance groups lack the training and resources necessary to instigate a full-scale uprising against the island authorities, and, as each island has diverse organisational, cultural, and political aspects, there has been no prospect of island resistance groups joining to form a pan-Atlantic anti-Saharan coalition.

OPERATION WILDFIRE

As the last island remaining free from Saharan domination, we have decided to launch a

counter operation aimed at preventing the Saharan Empire from gaining control of Agora. This strategically planned series of missions is to be codenamed "Operation Wildfire".

As one of the top COBRA agents available, you are to be sent from Agora to undertake hazardous missions which may cost you your life or your liberty. You are to aid the liberation of the Slave Isles by the completion of a variety of top secret missions which are designed to bring each island's local authorities to their knees, one after the other. Once local Saharan forces are weakened, the resistance forces will be able to gain control of the island.

However, the Atlantic Federation must, at all costs, avoid provoking a Saharan backlash which could result in an immediate attack on Agora. It is therefore vital that the Saharan Empire believe that the uprisings are wholly caused by the inhabitants of the Slave Isles, and are not instigated by Federation Agents.

The Saharan Empire is assembling a vast Armada all along the African coast. Eventually, the Saharans are bound to initiate Operation Scorpio and set sail to attack Agora. The more islands we can liberate before that time, the better our chances of withstanding attack, as the liberated islands will then contribute forces to our efforts to defeat the Armada. Once the Saharan Armada sets sail, no more missions can be completed. You must drop what you are doing, and join the attack on the Armada, with all possible speed. Although other Federation forces will be able to neutralise part of the enemy invasion fleet, your contribution to the counter-attack is vital.
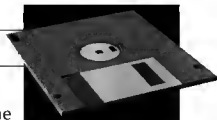
Execute the relevant Loading Instructions before making your way to the Atlantic Federation Head Quarters on Agora, where you will be asked to perform a simple identification test for security purposes.

ATARI ST VERSIONS

An Atari ST with a minimum of S12 K of RAM and a colour monitor are required. Flames of Freedom may be played via mouse, joystick or keyboard, but a mouse is recommended as the interface has been designed to take advantage of this method of control. When playing by mouse or joystick, some keystrokes will also be necessary.

Turn off your computer and remove all unnecessary peripherals. Insert the Program Disk into the internal drive and switch on the computer. The program will auto-load. Please follow any on-screen prompts.

COMMODORE AMIGA VERSIONS

A Commodore Amiga with a minimum of 512 K of RAM and a colour monitor are required. Flames of Freedom may be played via mouse, joystick or keyboard, but a mouse is recommended as the interface has been designed to take advantage of this method of control. When playing by mouse or joystick, some keystrokes will also be necessary.

Turn off your computer and remove all unnecessary peripherals.

If your computer has KickStart in ROM, insert the Program Disk into the internal drive at the Workbench prompt - the program will then auto-load. Please follow any on screen prompts.

If your computer does not have KickStart in ROM, load KickStart as normal, insert the Program Disk at the Workbench prompt and the program will then auto-load. Please follow any on-screen prompts.

What if my ST or Amiga software fails to load ?

In the vast majority of cases a loading problem is not because of faulty software, but either an incorrect loading proceedure or a hardware fault.

Please ensure that the loading instructions have been correctly executed. The commonest hardware failures are due to a misalignment of the heads in the disk drive. Such faults may be detected by loading the game on another computer. (Either use a friend's machine or ask the software store from which the game was purchased to test it).

Alternatively, a virus may have transferred into your hardware from another piece of

software. Pirated copies of games are an incredibly common source of viruses. It always pays to own original software.

In the unlikely event of a software fault, please return the complete package, with receipt to the **place of purchase.** MicroProse regret that goods cannot be replaced unless bought from the company directly.

If you have any difficulty whilst loading Flames of Freedom, or need help whilst running the game, MicroProse will be happy to help you on the Helpline. Please ring (0666) 504399. Mon-Fri. 9 a.m. - 5.30 p.m. Please have a pen & paper handy when you call.

IBM PC & COMPATIBLE VERSIONS

Please consult the Technical Supplement enclosed in the packaging for loading instructions and system specifications.

CONTROL METHOD & SECURITY CLEARANCE

Once you have successfully loaded the software, during which time you are taken to COBRA HQ on Agora, you will be asked to give your chosen method of control for the game.

```
Press "M" to play by Mouse (the recommended method of control)
Press "J" to play by Joystick.
Press "K" to play by Keyboard alone.
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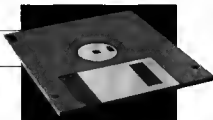
You must then obtain security clearance by correctly identifying the portraits of two members of the Saharan Federation Secret Police. A guide can be found on pages 139-144 of this handbook. To select a name, move the on-screen pointer over the name and press fire on your joystick, the left mouse button on your mouse, or the 5pace Bar on your keyboard, according to the method of control you have just selected.

To skip the title credits during loading, you may press any key.

THE GAME CONTROLS

Throughout this handbook you will see references to a variety of "Buttons", such as "Icon Button", "Zoom-In Button", or "Island Button". The physical representations of these buttons are detailed opposite, along with basic directional controls. More specific controls are detailed as necessary throughout the handbook

FIRE BUTTON	SPACE	FIRE BUTTON	SPACE
ICON BUTTON	LMB	FIRE BUTTON	SPACE
ISLAND BUTTON	SPACE	SPACE	RETURN
ZOOM-IN BUTTON	LMB	<	<
ZOOM-OUT BUTTON	RMB	>	>
MOVE CURSOR UP	↑	↑	8
MOVE CURSOR DOWN	↓	↓	2
MOVE CURSOR LEFT	←	←	4
MOVE CURSOR RIGHT	→	→	6

CHAPTER 2 - THE COBRA HEADQUARTERS

The Head Quarters of the Atlantic Federation Covert Operations BuReAu is located on Coral island, nestling in the relative safety of Union Bay.

In front of you are five doors, each clearly signed, behind each of which you will find a different department which you may enter. They are Personnel, Training, Control, Raids and the War Room. To enter a department, move the on-screen pointer over the door. Then, depending on your chosen method of control, press either the left *mouse* button, *joystick* fire button, or *keyboard* Space Bar. This method of selection (by left mouse, fire, or Space Bar) is used to make most choices during the game, and is referred to throughout the handbook as the "Icon Button".

As a newly seconded operative, you have a choice as to how you learn about being a COBRA special agent. There are three methods of discovery, via "Training", "Raids", or "Control". Put simply, Training allows you to practise individual skills which you must master for success in more complex tasks. Raids will allow you to complete one mission in isolation, without reference to the overall "Operation Wildfire" Campaign. Control allows you to begin your assignments proper, as part of the "Operation Wildfire" Campaign.

You may select "Training" or "Raids" immediately.

To see some action as quickly as possible, via the "Firefight" route, select "Training" and then select the "Firefight" icon which will appear. Please go straight to page 30 if this is your choice.

To perform a mission immediately, you may select "Raids". Please go straight to page 35 if this is your choice.

If you select "Control", to begin playing a Campaign, you will be asked to insert your Campaign Disk. Campaign Disks must be prepared in the "War Room" before starting a campaign, to avoid the risk of permanently altering your original Mission Disk, as the campaign disk is updated during each mission. Until you have visited the War Room, you can not start a Campaign.

The Personnel Department will allow you to configure an Agent as you wish, and it is important to visit this department before starting a Campaign if you want to achieve success. You may perform a Raid without visiting the Personnel Department, and to engage in a Firefight, the visit is unnecessary.

Full details of the methods of operation for each department are given in the following Chapters; War Room - Chapter 3, Personnel - Chapter 4, Training - Chapter 5, Raids - Chapter 6, and Control - Chapter 8.
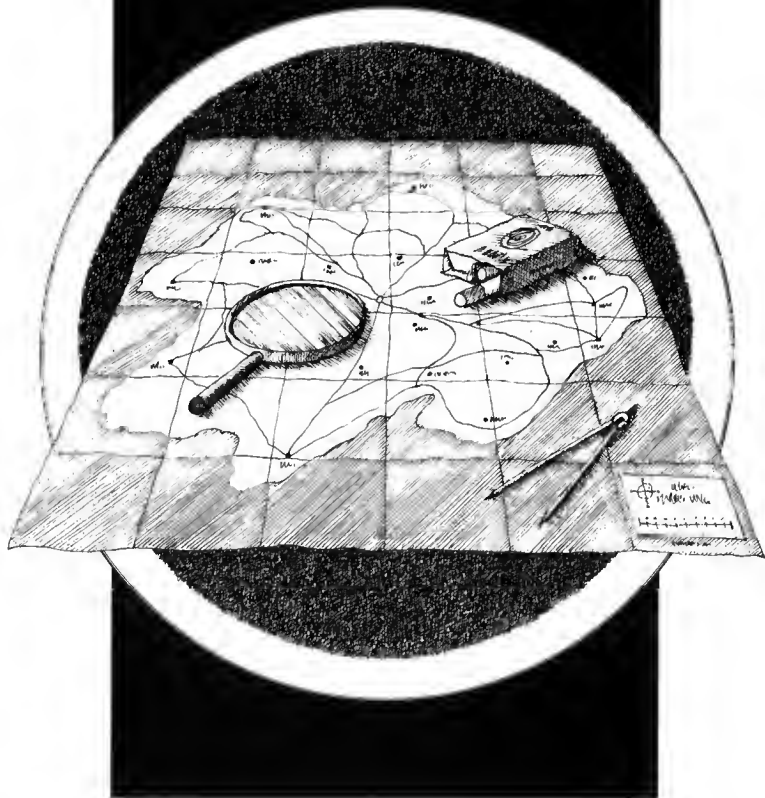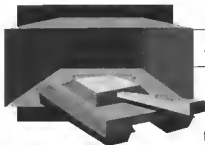
On entering the War Room you will be presented with five selectable icons; to start a new campaign, to load an existing campaign, to save the current campaign, to create back-ups of Program, Graphics, or Mission Disks, or to return to the corridor.


```
START NEW CAMPAIGN

LOAD EXISTING CAMPAIGN

SAVE CURRENT CAMPAIGN

CREATE BACK-UP DISK
```
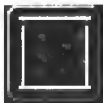
START NEW CAMPAIGN

Selecting this option will allow you to make a back-up of your original "Missions" disk, for use in the game as a "Campaign" disk. It is vital that you do this, as the disk will be updated as you perform each mission. You cannot start a campaign without creating a "Campaign" disk. Have a blank, formatted disk ready. Please ensure that the blank disk is write-enabled.

Type in your personal codename for the Operation. The purpose of this codename is to prevent Campaign disks getting mixed up. It is impossible to load data for one campaign and accidentally save it to the disk for a different campaign. You may also find the codename useful for your own personal reference. We recommend labelling your Campaign disk with your chosen codename for the Operation.

You will receive further on-screen instructions asking you to confirm that you intend to 'create a campaign disk'. You may 'abandon the operation' at this stage.

Once you make your confirmation, you will be asked to insert your Flames of Freedom "Missions" disk (i.e. the original "Missions" disk), and then click on the copy icon. Please follow the on-screen prompts carefully.

Creating a Campaign disk will take about five minutes. However, each new campaign will give you many hours of enjoyment !
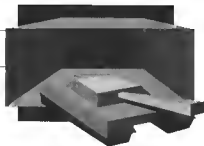
LOAD EXISTING CAMPAIGN

To load an existing campaign, select the relevant icon and follow the on-screen prompts.

SAVE CURRENT CAMPAIGN

To save an existing campaign, select the relevant icon and follow the on-screen prompts.

CREATE BACK-UP DISKS

You may back-up any of your Flames of Freedom disks by selecting this icon and following the on-screen prompts. You will need one blank formatted disk for each Flames of Freedom disk you wish to copy.

Please note that this 'back-up' facility is intended for you to make copies for your personal use only. Making additional copies to sell or give away is in violation of Copyright. Please see the Copyright notice at the front of this Handbook. You should also note that the copying of disks other than Flames of Freedom Program, Graphics, Campaign, or Missions disks is liable to damage them irreversibly.

EXIT TO CORRIDOR

When you have finished in the War Room, select this icon to exit to the corridor.
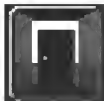
CHAPTER 4 - THE PERSONNEL DEPARTMENT

The Personnel department allows Special COBRA Agents immediate access to their personal records. All choices are made by moving the on-screen pointer

Field Agent Gavin Steel

USE THIS AGENT

USE NEW AGENT

SELECT AGENT FROM FILES
LOAD

INCLUDE AGENT IN FILES
SAVE

over the relevant icon and using the "icon selector".

You may assume any alias, disguise, and characteristics you wish, and those of Field Agent Gavin Steel are available for your immediate use if you so desire.

Alternatively you may select an 'agent' from your own recorded files, if you have been here before, or include one for later use. (More information on "Personnel Filing" can be found on page 27).

However, it must be emphasised that the changing of agents during an Operation is strictly forbidden.

Once you begin the "Operation Wildfire" campaign, you undertake to play the role of your chosen agent until its completion, and must start the entire campaign again if you choose to change roles.

It is therefore imperative that you give thought and consideration to your selections when choosing to **"Use New Agent"**. They will now be explained to you.

NAME

Please enter your forename and surname as you wish them to appear on all your records and documentation. Press 'return' after typing each name via the keyboard.

SEX

Choose Sex of Jon Dow

Please indicate your chosen sex by selecting either the male or female icon at the bottom of the screen.

APPEARANCE

CHANGE APPEARANCE

MALE

EXIT

All Federation Agents have the opportunity to create a facial appearance for themselves via the portrait designer. By selecting feature combinations via the grey symbols, on the right, the overall appearance, shown on the left can take on thousands of different forms. There are eight features to combine; face shape, nose, mouth, eyes, hair, beard, moustache and glasses.

Hair, beard and glasses may all be toggled on or off by selecting the grey 'circle' icon.

You may 'scroll' through all the options available for each feature by selecting the grey 'plus' (to go forwards) or 'minus' (to go backwards) icons.

Each feature may be positioned on the face by selecting the 'arrow' icons. The grey 'up' arrow moves the feature up the face, and the 'down' arrow moves it down.

You may experiment with the portrait designer for as long as you like. Try creating your own face, or the face you'd like to have, or even the one you think you might have in a few years !

You can choose to be Black or White. Some feature options are designed for use with Black faces, and others with White faces, but ultimately, the choice is yours.

Once you have decided on your appearance, select the "Exit" icon at the bottom of the screen.

PSYCHOLOGY

Every Federation Agent has a slightly different Psychological make-up, and you may define yours as you wish, within certain limits. Eight psychological traits have been identified;

Charm	Sex Appeal	Bribery	Threats

Reason

Pleading

Authority

Deception.

Each of these traits are rated as 'poor', 'average', 'good' or 'excellent', and each may be changed by selecting the appropriate icon. Ratings are increased by using the left mouse button, or by using the "<" key on the keyboard if you have chosen joystick or keyboard control. Ratings are decreased by using the right mouse button, or by using the ">" key on the keyboard if you have chosen joystick or keyboard control.

Whilst deciding on your psychological make-up, bear two things in mind; nobody is perfect, and it takes all sorts of people to make a world.

To be a successful COBRA Agent takes skill and thought, but, as with everything in life, it involves maximising your strengths and allowing for your weaknesses. Every aspect of your psychological make-up will be called upon at one time or another during your work, and there will be situations which you can cope with easily, and situations which you will find difficult, depending on your chosen psychological profile.

There is a trade-off involved with every change you make, as being highly rated in a certain characteristic (for instance 'pleading'), will mean that your rating for another will automatically be lower (in this instance 'authority').

The relationships between characteristics are often complex, but as a general guide;

```
Charm ...........changes .....................Authority
Sex Appeal ......changes .........................Reason
Bribery .........changes ..............Charm / Authority
Threats .........changes .....Charm / Sex Appeal / Reason
Reason ..........changes ............Deception / Bribery
Pleading ........changes ............Authority / Threats
Authority .......changes ............Deception / Reason
Deception .......changes ...Charm / Sex Appeal / Pleading
```

The importance of your chosen psychological characteristics will become clearer when you
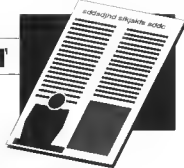
read Chapter 14, "Making Contacts and Meeting People" on page 68. Broadly speaking, they determine your ability to persuade other characters to help you during your missions.

You can improve by practice. For example, if you use your charm a lot, you will become more charming over time. However, this slightly decreases your skills in other areas. Improving your charm by constant practice will slightly decrease your authority. To make an overall improvement you must keep a balance in the approaches you use. If you go around behaving like a thug all the time, you will end up with the profile of a thug.

When you have chosen your psychological profile, select the "Exit" icon at the bottom of the screen.

PHYSIQUE

Every Federation Agent has a slightly different Physical Profile, and you may define yours as you wish, within certain limits. Five physical traits have been identified;

Reflexes   **Sturdiness**   **Endurance**   **Recuperation**   **Stamina.**

They too are rated as 'poor', 'average', 'good', or 'excellent', and each may be changed by selecting the appropriate icon, using the same selection methods used for changing psychological ratings. As with the psychological traits, they are interrelated, within the following guidelines;

```
Reflexes ..............changes ...............Endurance
Sturdiness ............changes ................Stamina
Endurance .............changes ............Recuperation
Recuperation ..........changes ..............Sturdiness
Stamina ...............changes ...............Reflexes
```

Your physical profile will govern everything you do as a COBRA agent, to a greater or lesser extent, and will alter according to those things you do.

```
Reflexes...................governs resistance to injury.
Sturdiness..........governs rate of recovery from injury.
Endurance........governs rate of depletion of energy reserves.
Recuperation .....governs the amount of energy gained during rest.
Stamina .........governs how quickly muscle power is replenished.
```

Improvements can be made to your physical profile as follows;

```
Reflexes ..........are enhanced by being in lots of 'collisions'.
Sturdiness .............is enhanced by being injured frequently.
Endurance ....is enhanced by running low on energy for some time.
Recuperation ...............is enhanced by long periods of rest.
Stamina .....is improved by periods of energy intensive activity.
```

Your physical profile may also take a turn for the worse, as long periods of convalescence will reduce Reflexes, Endurance, Recuperation and Stamina, whilst long periods spent held in detention by the enemy reduce Sturdiness.
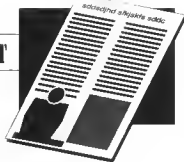
Improvements or reductions are likely to be gradual, but if significant improvement is made, your Physical Profile may be saved on file by visiting the Personnel Department whenever you return to Head Quarters.

Once you have set your Physical Profile as you want it, select the "Exit" icon at the bottom-left of the screen.

STATE OF HEALTH

Your overall State of Health at the beginning of your time as a COBRA agent will, of course, be perfect.

On the left-hand side of the screen you can see your created face, and on the right, your body. Your body is comprised of six parts which may be either 'undamaged' or 'injured'. They are your head, body, left arm, right arm, left leg and right leg. If a part becomes injured, it will be overlayed by a "Red Cross" symbol. The body parts, or combination of parts, which become injured determine which activities you will or will not be able to perform. Injured body parts will recover during long periods of rest. As a rule, head injuries will heal before body injuries, which, in turn, recover quicker than arm injuries. Leg injuries take longest to heal. However, if more than one limb is injured at any one time, some degree of simultaneous repair will take place.

There are two other factors governing your State of Health;

a) Energy Reserves, which represents your total stock of energy
b) Muscle Power, which represents your 'instantaneous' energy

Energy Reserves are shown by the number of 'running man' icons at the bottom of the screen. One is shown for each 'full tank' available, and initially they number six.

Muscle Power is shown by the larger 'running man' icon above the Energy Reserves. This acts as a 'fuel gauge', the colouring draining away as tasks requiring energy are performed.

When Muscle Power falls to zero, it is replenished automatically from your Energy Reserves, BUT this triggers exhaustion (all actions take place at half-speed). To avoid exhaustion you must stop and rest before Muscle Power reaches zero. If you run out of Energy Reserves, you will blackout and be forced to stop and rest. After a sustained period of rest, during which you will eat and sleep, your Energy Reserves will recover.

The screen showing your State of Health is for information only, as you cannot alter your health whilst in the Personnel Department of Head Quarters ! You may go back to see the choices made for either your Physical or Psychological profiles, by selecting the "Heart" or "Head" icons respectively.

Finally, select the "Exit" icon.

PERSONNEL FILING

Once you have configured a 'new agent', you will be able to begin life in your new role by selecting to 'Use This Agent'. You may want to save your records on file before you leave, by opting to 'Include Agent In Files'.

INCLUDE AGENT IN FILES

Selecting this icon will display two options: to continue saving or to abandon your filing.

Up to twelve characters may be filed on one disk. Simply click on one of the empty 'slots', and the agent will be saved. If all the slots are full you can write over an existing agent.

SELECT AGENT FROM FILES

To 'select an agent from your files', select that icon, and confirm that you wish to continue.

All the agents whose records are held on disk will be shown. Click on the portrait of the agent whose records you wish to load.

(Please note that the inclusion of an agent on file **does not** save any mission information. Personnel files are saved to allow you to restart at any time using the same character. To save the game position, enter the War Room and select to "Save Current Campaign").

Once you have finished in the Personnel Department, select to "Use this Agent" to return to the Main Corridor.
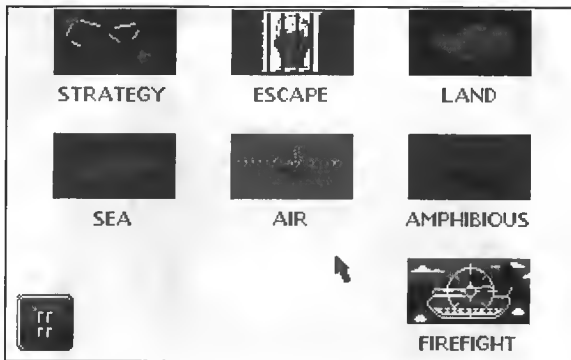
C 36
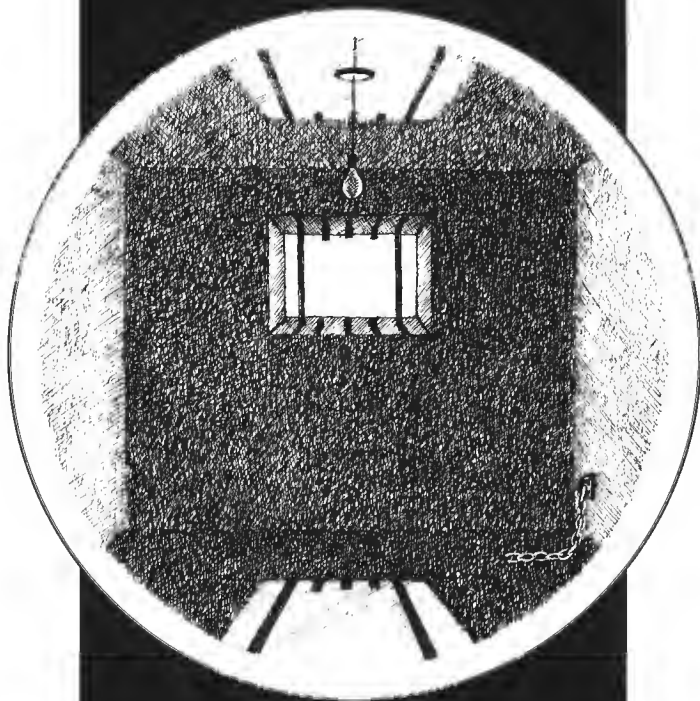
CHAPTER 5 - TRAINING

On entering the Training Department, you will be presented with a menu from which to choose any one of eight options.

STRATEGY   ESCAPE   LAND

SEA   AIR   AMPHIBIOUS

FIREFIGHT

They are: Strategic Planning, Escape Training, Training on any one of the forms of Transport across Land, Sea, or Air, Training on Amphibious craft, to "Firefight", or to return to the corridor.

F | **33** ⟩ ## STRATEGY

Selecting the "Strategy" option allows you to use the strategic planning maps placed at your disposal. The strategic planning allows you to make a precise simulation of the strategic part of a campaign without actually having to engage in any action. You don't want to spend hours and hours of play before discovering that you have made a monumental strategic blunder.

This map initially shows the 42 islands, and the coast of Africa, colour coded to denote ownership.

The red island is Agora, controlled by the Atlantic Federation. The dark green islands (plus the mainland) are strongholds of the Saharan Empire. The light green islands are outposts of the Saharan Empire.

Areas of the map may be magnified by moving the on-screen pointer over the area to be enlarged, and then pressing the "Zoom In button". This is the left mouse button, or the "<"

key during joystick or keyboard control. After the first magnification all island names can be seen.

To reduce the map once magnified, press the "Zoom Out button". This is the right mouse button, or the ">" key during joystick or keyboard control. Double presses of Zoom buttons will perform double enlargements or reductions.

The lines joining islands are either light blue or dark blue. These show the supply routes for all Slave Islands and, ultimately, every island can be traced back, via the supply lines, to the mainland. For an outpost to remain under Saharan control, it must at all times be able to trace a path via 'active' light blue lines to either a stronghold (Lobos, Camargo or Dhafra) or to the mainland.

Once an island is liberated, it allies itself with the Atlantic Federation and it will turn pink. In a real campaign, this happens when you successfully complete a mission. It can be simulated during strategic planning by moving the on-screen pointer over an island and pressing the "Island button". This is the Space Bar during mouse or joystick control and the "Return" key during keyboard control. All supply routes eminating from the island will turn dark blue, as the routes can no longer be used by the Saharan Empire.

The loss of supply routes when an island is liberated can have a domino effect on other islands. For instance, if Lobos is liberated, the islands of Panao and Vicenza will also fall *of their own accord* as they cannot trace an active supply route back to a stronghold or to the mainland. This means that, in a real campaign, completing one mission can lead to the liberation of many islands.
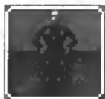
Use the strategic planning map to simulate the liberation of a number of islands and get a feel for the geopolitical importance of an island in terms of the overall campaign. To reverse the liberation of an island, reselect it using the "Island button".

At the bottom-left corner of the screen you will see a "Key" icon. Moving the pointer over the "Key" will display further icons.

Key Icon	Return to Training Menu	Restore Map to original position	Simulate path of Saharan offensive

Use the "Icon button" to operate these icons. Use the button elsewhere on the map to hide them. Whilst the icons are displayed, zoom in, zoom out and island buttons are disabled.

Selecting the last of these icons will simulate the route of the Saharan Armada. The route

taken is governed by the following rules;

1) The route must always avoid liberated islands if possible.

2) When it is impossible for the Armada to reach Agora without by-passing liberated islands, the Armada must attack and re-take liberated islands in its path. It always seeks to make as few such attacks as possible.

3) When there is more than one unopposed route, the Armada will choose the shortest.

4) If there is an equal choice between a stronghold and an outpost, the route will go via the stronghold.

To summarise, the Armada takes the easiest, shortest route. The strategic planning gives a totally accurate simulation of the route the Armada would take if those islands had been liberated in the campaign itself.

The Armada consists of Air fleets, Amphibious fleets and Surface fleets. When a Surface fleet reaches the coast of a liberated island, it pauses to disembark a Land army. The Land army moves inland to retake the island, before making a rendezvous with the Surface fleet further round the coast. If either the Surface fleet, or its Land army are destroyed before the rendezvous, neither can proceed any further.

When a fleet or an army is destroyed, it disappears from the map. Matching what happens in a real campaign, Saharan units suffer attrition due to the action of Federation forces. Attrition is light in the neighbourhood of Saharan islands, but heavy when the Armada has to retake liberated islands. Such attrition is independent of your own personal actions. Your task *in the campaign* is to cause additional damage.

In this strategic simulation, some elite elements of the Armada will always reach Agora, no matter how tortuous the route. The number of Saharan units reaching their ultimate target gives an indication of the difficulty of your personal battle against the Armada. In the campaign itself, no units must reach their targets on Agora.

Once the Armada has completed its path, select the "Restore Map" icon to try a different configuration, or reselect the "Launch Armada" icon to clear them from the map.

To quit Strategic Planning and return to the Training Menu, select the "Waiting Man" icon.

ESCAPE TRAINING

Should the unthinkable happen, namely your capture by the Saharan Empire's Secret Police

whilst operating in the field, your Escape Training could prove to be a lifeline.

You have the opportunity to practice your response to a number of Secret Police Guards who watch over you as you languish in your cell. Your aim is to escape by means of a bribe, aggressive behaviour, or seduction. Alternatively, you may bide your time and wait for a more susceptible guard.

Knowing your own psychological profile and guessing, that of your guard are the keys to success. The simulator offers you the chance to learn the likely responses of a number of Saharan guards before facing them for real on your missions. Each guard has his own particular susceptibilities, and will react predictably to bribery, aggression or seduction, given your own rating for bribery, threats and sex appeal. However, on one day in seven, each guard has an "off day", and does the opposite of what you would expect.

The guards you encounter in Training will also be encountered during a real mission, and will react in the same way.

Full information on escaping capture is to be found in Chapter 15, starting on page 75. You should read this before using the Escape Training simulator.

The only way to return to the main Training menu is to escape from capture. Good Luck !

TRANSPORT TRAINING

By selecting the 'Land', 'Sea', 'Air', or 'Amphibious' icons, you may call up sub-menus which list the forms of transport in each category. By selecting an icon from the sub-menus you can practice using that form of transport.

To return to the main menu from a sub-menu, select the "Chalkboard" icon, and to return to the corridor select the "Corridor" icon.

Full information on Transport is to be found in Chapter 9, starting on page 45. You should read this before using the Transport Training simulator.

Whilst using the Transport Training simulator you will not come under attack from enemy units, giving you ample opportunity to master the controls for each mode of transport. Transport training takes place on the island of Agora. You may travel to other islands during transport training, but they will appear barren and empty.

To return from any individual form of transport training to the training menu, press Function Key F10 on the keyboard.

FIREFIGHT

The Firefight option offers puts you into the thick of the action, halfway through a mission.

You will find yourself in a Flying Sub, in the middle of a battle with an enemy unit. You can manoeuvre your vehicle and fire your weapons. As well as that you can try out every aspect of the Firefight mission, including talking to people, persuading them to help, getting

captured, destroying buildings, achieving mission objectives, even completing the whole mission.

FIREFIGHT FLYING START

Your Flying Sub can travel through the air, across land and underwater, and is the most versatile vehicle in the game. The "Help" key will always show you the main controls for every vehicle you use. Please refer to your keyboard guide for other key functions.

SPEED UP	⬆	⬆	8
SLOW DOWN	⬇	⬇	2
TURN LEFT	⬅	⬅	4
TURN RIGHT	➡	➡	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
FIRE WEAPON	SPACE	FIRE BUTTON	SPACE
SELECT WEAPON	− +	− +	− +
JUMP OUT OF VEHICLE	ESC	ESC	ESC

CHAPTER 6 · RAIDS AND CAMPAIGNS

Having investigated the functioning of the Training Department, you will have seen how it is possible to practice elements of the game in isolation, be they driving, flying, escaping, or fighting.

But, no matter how much you practice individual skills at HQ, there's no substitute for learning by experience in the field. No matter how good an agent you feel yourself to be, you are never too good to learn more.

In Flames of Freedom you have a choice as to which style of game you wish to play. If you select a "Raid" game, you can tackle any one of 41 action packed missions. Each mission can be completed in one playing session. They are graded according to difficulty. Some can be finished in as little as half an hour. Some may take a lot longer. Every single one is a complete game in itself.

If you select a "Campaign" game, you have to complete a number of the individual missions and then, in the final stages of the Campaign, you must defeat the massively powerful Saharan Armada which sets sail from the coast of Africa. The route that the Armada will take depends entirely on which islands you have liberated in the course of your missions. In addition, each liberated island contributes forces to the counter-attack on the Armada.

A Campaign game offers you a stupendous challenge packed with variety. As well as all the action and tactics of the missions, your overall strategy is vital in defeating the Armada. A Campaign game will keep you on the edge of your seat through many sessions of play. A Campaign victory is a victory indeed.

To play a Raid game, select the "Raids" door in the HQ corridor. To play a Campaign, select the "Control" door.

On entering the "Raids" Department you will be asked to select a difficulty level, from Novice, through Intermediate and Experienced, to Expert. The difficulty level governs how many Secret Weapons you start off with, ranging from a lot for a Novice through to none for an Expert.

Once you have selected a difficulty level, you will be asked to choose a mission. The processes for mission selection are identical whether they are performed as a Raid or as part of a Campaign, and are covered in Chapter 8 - Mission Briefings, starting on page 39.

To save or quit a mission at any time after starting it, but before its completion,
select Function Key F10 on your keyboard.
Then select to "Save", "Abort" or "Restore" the action.
Options to 'save' are only applicable to missions
performed as part of a campaign.

Each of the forty-one missions are very different in objective, content and effect on the campaign. Before each mission you will be comprehensively briefed on your mission objectives, transport available, weapons available, known contacts, political background of the island, and generally given all available Federation intelligence.

What you will not be told is the range of options open to you as a Field Agent, the adventures you are likely to experience, and the incredible diversity of situations you will encounter. For that the Federation relies on your intelligence, skill and ambition. That is why you were recruited. That is why you are the one being sent on the mission.

Having said that, it is only fair that you are given a general overview of the elements which comprise most missions and the means by which you can complete them.

The ultimate aim of every mission is to liberate the island. At the beginning of each mission you are given an island report, outlining in brief the background of the island, the major objectives, and any relevant details. For example, you are told that the island of Khash houses the Imperial Treasury, and your major objective is to deprive the Enemy of its primary source of revenue. In pursuit of that overall goal, and to achieve success, you must complete a number of very specific objectives, given to you during the mission briefing.

You arrive on or near the island with a particular type of vehicle, or on foot. That mode of transport may be swapped for any other you find on your travels, and you may keep leaping from vehicle to vehicle as and when you find them. In fact, for most missions, more than one type of vehicle is needed to accomplish your objectives. Chapter 9 - Transport - starts on page 45, and gives a general insight into moving around the islands, seas and skies above them.

You are given weapons to use on the island, but additional weapons may be carried and used once you have found them. You will need to find additional weapons in order to be successful. Appendix B - Weapons Systems - starts on page 135, and gives detailed information on the range of weapons which may be found.

You will be given the names and locations of any known contacts on the island, but these people comprise only a small fraction of the people you will see, meet and talk to. Contacts themselves will often refer you on to other people likely to help. As a word of warning, whilst every attempt is made to provide you with contacts who are reliable and trustworthy, you should be wary of everyone you meet. However, some of the people you will meet will offer extremely valuable help. Chapter 14 - Meeting People - starts on page 68, and covers every aspect of human interaction.

Encountering vehicles, weapons and people will demand an immediate response from you. The Chapter on Special Actions, starting on page 52, covers such events.

Where you travel on the island is up to you. You are provided with comprehensive maps of the island which you must learn to read and use to the maximum benefit. The Chapter on Map Reading starts on page 60.

You will always need to keep a check on your personal state of health, and will from time to time need to take rest and recuperation. Chapter 17 - Self - and Chapter 18, Rest, deal with these.

Keeping track of what you've done and what you have learnt will be vital, and you will carry a personal notebook for this purpose. It is updated automatically when significant events occur. Chapter 16 - Your Notebook - will help you get the best from it.

There is a danger that you may fall victim to the Saharan Empire's secret police. In the event of such a situation arising, Chapter 15 - Escaping from Capture - will prove vital reading.

You will be under constant threat of attack from Saharan forces, and you yourself will want to surprise enemy troops. Chapter 11 - Engaging the Enemy - indicates the best lines of approach.

The sequence of events after a mission's completion can be found in Chapter 19, Achieving your Mission Objectives, on page 88.

Eventually, the Saharan Armada will launch its attack aimed at capturing Agora. The actions expected of you once this situation arises are explained in Chapter 20, The Armada, on page 90.
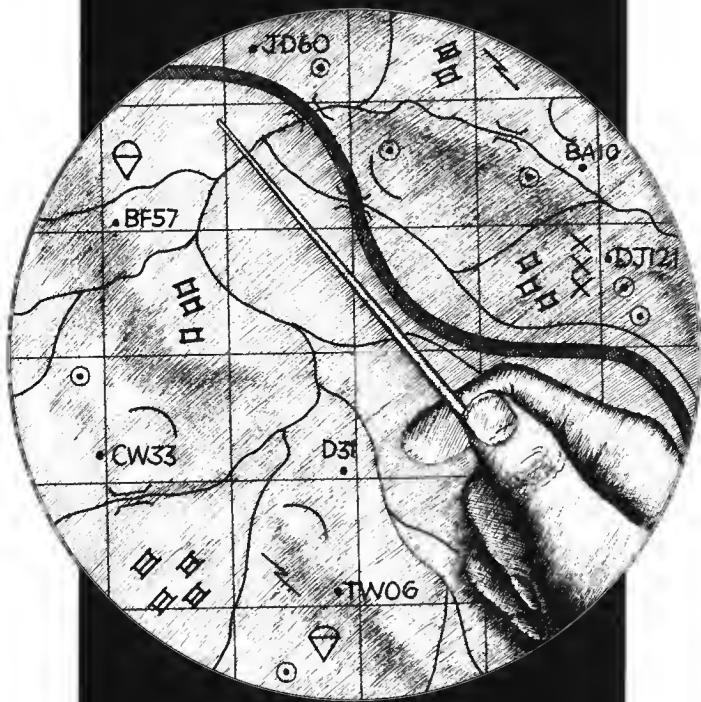
SELECTING A MISSION

Once you have decided to attempt any mission as a Raid, by selecting the "Raids" door and then specifying your chosen difficulty level, or as part of the overall Campaign, by selecting the "Control" door, you will greeted by Control himself, the Director General of COBRA, and will be asked to select which island you are going to perform a mission on.

As you move the on-screen pointer over the islands, you will notice that one or more "Skull" symbols appears in the top left-hand corner above Agora. The Skull Ratings indicate the difficulty of a mission. "Five-Skull" missions are the hardest, with "One-Skull" missions being the easiest. .

The Map may be magnified by using the "Zoom In button", and then reduced by using the "Zoom Out button". Once the map is magnified once, all island names can be seen. Icons can be seen in the bottom right hand corner;
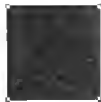
 Allows you to go to Strategic Planning, as explained earlier on page 30. Accessed at this stage, Strategic Planning takes as its starting point the islands currently liberated in your Campaign. (The Strategic Planning option will not appear if you are performing the mission as a Raid)

Mission Objectives, Journey Time to Mission Island, Supplied Transport, Supplied Weapons System(s), Contacts, and General Intelligence.

Each area of information can be obtained by moving the on-screen pointer over the relevant icon and pressing the Icon Selector.

Displays the island report.

Mission Objectives. Each mission comprises a number of objectives, all of which must be completed to achieve success. Each objective will appear in turn. The numbering of the objectives does not indicate an order of priority. It is not necessary to commit your objectives to memory, as you will be able to review them throughout the mission.

Journey to island. This displays the route and time you will take in travelling to the island.

Transport supplied. Your transport on arrival on the island is shown.

Weapon(s) supplied. The weapon(s) which you will start the mission with are shown.

Contacts. This displays the names and portraits of those people on the island known to be willing to help.

Island Intelligence. Finally, you see a summary of the intelligence gathered on the island thus far. The island map is shown, overlayed by a number of coloured roundels. The map cannot be magnified.

Immediately below each roundel is a red point, indicating the exact position of the feature represented by the roundel. By moving the on-screen pointer over this point, the exact nature of the feature can be seen. Even if a point is hidden, moving the pointer over its position will bring that roundel to the fore. The roundels comprise one of six basic types.

Indicates the known position of a person.	Indicates the position of an enemy unit.	Indicates the position of spare weapons and ammunition.
Indicates the position of spare land vehicles.	Indicates the position of spare air vehicles.	Indicates the position of spare sea vehicles.

Where the location of a feature co-incides with a named town or village, the name of the place will be shown above a description of the feature. The feature will be described in one of the following ways.

People : Their names are given

Enemy Units : Each unit has a Commander, whose name is given, and the number and type of vehicles he commands will be detailed.

Spare Vehicles : The type of vehicle is shown.

Spare Weapons : The type of weapon is shown.

At some points, one or more features may coincide. In such cases, each coincident feature will be given an item number. The features will be automatically stepped through on screen.

Known villages are represented on the map by blue dots. Moving the pointer over the dot will display the name.

All information known to the Federation before the commencement of your mission is shown on the intelligence map, but on some islands this may be limited. Whenever you come across a feature on your travels, it will automatically be registered on the intelligence screen.

ACCEPTING THE MISSION

Finally, you must accept or reject the mission by selecting either the "thumbs-up" (to accept) or the "thumbs-down" (to reject) icon in the upper right-hand corner of the briefing screen. If you reject the mission you return to the Mission Selection map.

If you accept the mission you will be given a message of luck by Control before making your journey to the island. The next time you return to Head Quarters will, hopefully, be after the succesful completion of your mission.

It is time for your Fieldcraft to be put to the test.

CHAPTER 9 · TRANSPORT AND MOVEMENT

TRANSPORT TYPES

There are 22 different types of transport which you may utilise during your missions, and they are divided into four categories; Land, Sea, Air and Amphibious.

LAND	SEA	AIR	AMPHIBIOUS
Bus	Frogman	Balloon	Flying Boat
Jeep	Swimming	Biplane	Flying Sub
On Foot	Minisub	Helicopter	Hovercraft
Tank	Ship	Parachute	Crawler
Train	Speedboat	Rocket Pack	
Truck	Submarine	Zeppelin	

Each mode of transport has its own characteristics, benefits and drawbacks, which are all fully documented in Appendix D, Transport Types, on page 145.

The specific controls for each mode of transport are also documented there, along with other vital statistics such as top speed and range. Whilst using any form of transport, pressing the "Help" key will display its controls. Press the Help key again to resume the action.

Any mode of transport may be practised before leaving Agora, via the Training Department (see page 29 for more information), and you may find this facility useful both before and between missions.

TRANSFERRING BETWEEN TRANSPORT MODES

You will always be provided with a mode of transport with which to start your mission, but you will probably need to use several modes in achieving the sucessful completion of a mission. Transfer between vehicles is simple. Whenever you see a vehicle ahead of you, manouevre alongside it. Provided you can physically bridge the gap by jumping from one to the other, you may leap directly into the other vehicle and take control of it. More information on Vehicle Transfer is given on page 52, in the "Special Actions" Chapter.

Each area of the landscape, namely land, air, sea surface or underwater, also has a 'human' mode of movement associated with it. To transfer from your current vehicle to the human mode, simply press the "ESC" key on the keyboard. The human modes are On Foot, Parachute, Swimming, or Frogman, depending on the area of the landscape in which you are travelling. These methods of movement are especially useful if you wish to explore restricted areas of the landscape, such as buildings or underwater bases, and to use certain weapons you must be in human mode (for example, planting dynamite).
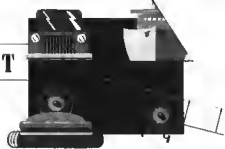
THE VIEWS

Each mode of transport allows you to see your surroundings directly ahead of you. In some modes, such as "On Foot" and "Swimming", you see only your surroundings. Most modes show part of the vehicle as well. For instance, when in a Jeep, you will be able to see through the windscreen. In some, such as a Biplane, you can see more of your vehicle. In this example, the nose section ahead of you and the wings to either side.

THE 3-D LANDSCAPE

In every mode, the full effect of the stunning 3-D lanscape and its components allow you to identify varying terrain, people, buildings, and other vehicles at a glance. Every type of building and vehicle can be found in the relevant Appendix at the end of the handbook, which is useful for identification purposes.

Each element of the landscape may be crossed in certain modes of transport, as shown in the table at the start of this Chapter. Whilst on land you have full freedom of movement in all 360° around you, unless your path is blocked by a solid object. If you are in a mode of transport which allows you to fly, you may also take off. While in the air, you may move in any direction up to a ceiling of 12000 feet above sea level. Sea surface vessels are restricted in a similar way to land surface vehicles (unless the vehicle has aerial or underwater capabilities as well). Sub-aquatic modes of transport are restricted by the solid sea bed below them; all but the Crawler can break the surface and travel across the sea. Certain vehicle types allow you to "loop-the-loop", both in the air and underwater, provided that you have enough clearance above the ground or sea-bed.

When crossing in a vehicle from land to sea, or vice versa, take care. If you cross whilst in a human mode (i.e On Foot, Swimming, as a Frogman or whilst Parachuting), you will automatically switch from one human mode to another. If you cross in an Amphibious mode of transport, your journey may continue uninterrupted. If you drive into the sea in a land vehicle, or drive onto the land in a sea vehicle, you will find yourself stranded ! Usually it's possible to get out of difficulties by waiting for the next wave and going into reverse. Sometimes, however, you'll find yourself well and truly stuck. Then you'll simply have to abandon your vehicle.

THE TRANSPORT CONTROL PANEL

In order to make the control of every mode of transport easy to learn, there is a standardised instrument display which will appear at the top of the screen.

See overleaf

INSTRUMENTATION

A) Short Range Radar / Special Actions Window.
B) Muscle Power Indicator
C) Time Clock
D) Mini-Map
E) Compass
F) Speedometer
G) Turn Indicator
H) Artificial Horizon
I) Fuel Gauge
J) Altimeter
K) Weapon Selector

SHORT RANGE RADAR
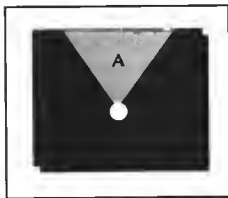
radar represent: **See opposite**

The short range radar detects any objects within a few kilometres of your position.

You are represented by the White Dot in the centre of the window. Your field of vision corresponds to the sector above the white dot, marked A in the diagram left.

As you turn, the radar plot rotates so that your line of sight in the landscape always corresponds to 'straight up' on the radar.

The coloured dots which may be seen on the short range

```
White ..............................................You
Bright Green .........................Land Transport
Yellow ...........................Amphibious Transport
Light Blue .........................Airborne Transport
Dark Blue ...........................Seaborne Transport
Orange .......................................Buildings
Dark Green .......................................Trees
Brown ...................................Other people
Grey .........................................Missiles
```
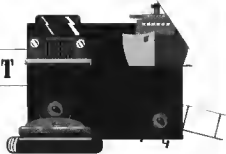
MUSCLE POWER INDICATOR

The Muscle Power Indicator shows how quickly you are using up energy. Each emptying of the indicator uses up one tankful of your Energy Reserves.

When the indicator is red and white, you are tireless and all your actions take place at normal speed. When the indicator is grey, you are exhausted and all your actions take place at half-speed (you will notice the game clock ticking over twice as fast as normal).

Exhaustion is overcome by stopping to rest for a few minutes. Your Muscle Power is then refreshed from your Energy Reserves. Resting for an hour or more will automatically replenish your Energy Reserves as well. If you run out of Energy Reserves, you will blackout and be forced to stop and rest.

TIME CLOCK

The 24 hour clock shows the time of day. Each day is divided into periods of daylight and darkness, with sunrise starting at 0600 hrs, and sunset at 1800 hrs, as you are near the Equator.

Periods of darkness offer you the opportunity to carry out manoeuvres whilst the enemy are in a reduced state of alert. However, you will find it more difficult to move around yourself. You are equipped with a pair of Infra-Red goggles which may be turned on and off by pressing the "I" key on the keyboard. When they are active, your night-time vision is improved. They will stay on for a period of up to an hour (game time), when fully charged. As soon as you switch them off or they run out of power they will start to recharge. It is recommended that you switch them off as soon as possible to keep them fully charged for emergencies. If the batteries are below quarter power, you will not be able to switch them on.

Firing off flares (if you have them) will also light up the landscape for a short while.

THE MINI-MAP

The mini-map covers an area corresponding to the main map at full zoom (centred on your position), and shows the relief map of your surroundings, enabling you to identify hills and slopes, ocean trenches and shallows, and the coastline. The red arrow indicates both your position and direction.

THE COMPASS

The compass indicates the direction in which you are currently heading.

SPEEDOMETER

Showing your velocity in both figures and as a bar. Velocity may be positive (red) when going forward, or negative (green) when going backwards.

TURN INDICATOR

The turn indicator shows both direction and rate of turn. The harder you turn, the longer the arrow becomes.

ARTIFICIAL HORIZON

The green line represents the position and angle of the horizon relative to your vehicle, and may be used to estimate your tilt and roll.
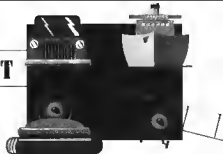
FUEL GAUGE

Your fuel gauge shows the amount of fuel left in the vehicle (where appropriate).

ALTIMETER

The Altimeter shows your height above the ground or depth below sea level, in feet. When above the ground, values appear in green, and when below sea level, values appear in blue.

WEAPONS SYSTEM SELECTED

The window shows the current weapon selected, and gives in figures the ammunition remaining. To select another weapon, press the "+" (plus), or "-" (minus) keys on the main keyboard. The window will show each weapon in turn if you continue to press + or - . The weapon shown in the window is the one you are currently using, and the one which will fire when you press the "Fire button" (Space Bar during *Keyboard* or *Mouse* control, Fire button during *joystick* control). For information on using each weapon, please see page 135.

SPECIAL ACTIONS

The short range radar window is also used as a "Special Actions" window. There are three possible Special Actions. You can **Talk** to a person, **Leap** into another vehicle, or **Grab** a weapon out of a weapons box. Whenever you come close enough to a person, vehicle, or box, one of the three Special Actions icons will appear in this window. Hitting the Special Actions key (F1) will then trigger that particular action. Further information is given in the next Chapter, "Special Actions".

MESSAGES

Occassionally, a message may appear across the main display giving you important extra information about special situations.

As a top Field Operative, the Atlantic Federation depend on you for your quick wits and reflexes. Your mission involves hundreds of decisions, each of which must be taken by you alone. The Federation have given you one mode of transport, and maybe a couple of weapons. They've also given you a few names and faces to look out for.

Unless you get hold of other vehicles, weapons and people, you're not likely to succeed. To make the execution of all of these essential actions quick and easy, your instrumentation panel contains a "Special Actions" window, which is shared with the short range radar.

When you are close enough to another vehicle to "leap" into it, or close enough to a person to "talk" to them, or close enough to an object to "grab" it, one of the following icons will appear in the window;

Leap	Talk	Grab

To execute the action, press Function Key F1 on the keyboard. So long as the action is still possible, the icon will remain. When you move out of range of the vehicle, person or object, the icon will disappear.

LEAPING INTO VEHICLES

Once you "leap" from one mode of transport to another, an intermediate screen will appear while you jump. The landscape will then reappear, viewed from your new vehicle. The method of control for your new vehicle will probably differ from that of your previous transport mode. Consult the control data on your new mode in Appendix D if necessary.

TALKING TO PEOPLE

Once you "talk" to someone, his or her portrait will appear, along with some information about them. You may, at this stage, change your mind about talking to them by selecting the "Exit" icon. Please refer to the Chapter "Making Contacts and Meeting People" on page 68, for full details of how to talk to them.

CHAPTER 10 - SPECIAL ACTIONS

GRABBING OBJECTS

All the objects you can grab are stored in Weapons Boxes. The contents of a Weapons Box can only be discovered by "grabbing". Once you "grab" an object, its picture will appear, along with some information about it. It will *usually* be a weapon, but it might be some vital documents or even a deadly booby trap. If it is a weapon or papers, you will automatically collect them and add them to your resources. Simply wait a few seconds to return to the 3-D environment. If it is a booby trap, you will be told how long you have to get away from it before it explodes. If you do not make it, you will be hurt, so get moving !

Engaging enemy forces during a mission is inevitable, no matter how much you aim to avoid them. Enemy forces are divided into units, according to the transport mode used by them. Each unit has a Commander, and the size of units can vary from a few vehicles to dozens.

YOUR FIREPOWER

Each vehicle type is vulnerable to attack with certain weapons. Some weapons are highly specialised, being effective only in a certain area of the landscape or against certain vehicles. Others have more general capabilties and may be used against a wide range of targets. The table at the end of this chapter shows each weapon's effectiveness against each vehicle type. It can also be found in Appendix B, Weapons Systems, which gives a fuller account of each weapon's general characteristics.

ENEMY TACTICS

The enemy vehicles you encounter during your missions all use the same sort of tactics against you. If you understand the enemy's tactical procedures, you will have a distinct advantage in battle (or in avoiding it).

TACTICAL STATUS

The tactical status of each enemy vehicle changes as it picks up signals of your activity, proceeding through 5 different phases:-

IDLE   The vehicle remains stationary, watching for any sign of your activity.

ALERT   The vehicle makes intermittent movement, looking for further signs of your activity.

SEARCH   The vehicle moves at speed on a search pattern, looking for strong signals of your position and movement.

ATTACK   The vehicle moves directly towards you on an attack run.

EVADE   The vehicle breaks off its attack run and veers away from you, before making a fresh attack.

DETECTION FOOTPRINTS

A detection footprint corresponds to the zone in which you are "visible" to the enemy vehicle.

The actual size and shape of the footprints are different for each type of vehicle and there are different footprints for activation (signs of your activity), tracking (signals of your position and movement), lock-on (accurate tracking for weapons systems) and evade (range of approach).

The activation, tracking and lock-on footprints are directional footprints with a longer zone of detection ahead of the vehicle than behind it.

FIRING WEAPONS

An enemy vehicle will fire at you both in the ATTACK phase and the EVADE phase. Before firing, the vehicle must pick up a continuous burst of lock-on signals.

TIME-OUTS

The enemy vehicle will only remain in the higher phases of tactical status for a certain amount of time before giving up the search and dropping down to a lower, less active phase. This is a time-out. The length of time before a time-out varies according to the type of vehicle and tactical status.
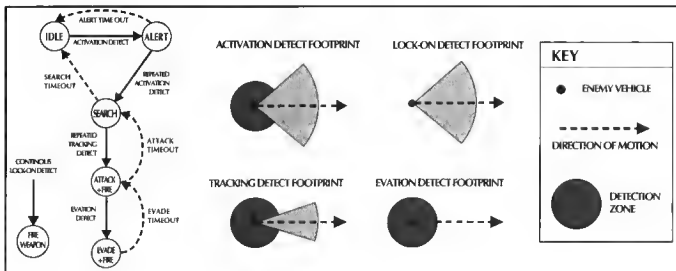
HINTS AND TIPS ON ENEMY TACTICS

There is no substitute for actual battle experience, but knowing how the enemy tactics work gives you a framework to relate your experience to.

The time-outs and detection footprints for each type of enemy vehicle are something you must discover for yourself during battle. However, there are some particular things worth mentioning.

1) Biplanes, Flying Boats & Flying Subs

The tactical status of these three types of unit never falls below SEARCH. If you find a stationary biplane, for instance, it will always be a spare vehicle and NOT part of an enemy unit.

2) Sneaking Up

Because the enemy vehicles look further ahead than behind, it's possible to sneak up on certain types of enemy vehicle from behind. With a tank, for instance, you should be able to get within grenade range before you are spotted.

3) Rapid Manoeuvres

Rapid and violent manoeuvres on your part can prevent the enemy vehicle from getting a continuous lock-on signal and thus prevent it from firing at you. To succeed in this, you must get out of its forward-looking lock-on "beam". Heading directly away from the vehicle will only do this if you can out-run it very quickly ! Heading away at right angles is much more likely to succeed.

4) Consistency

Enemy vehicle commanders go through a rigid training system and consequently react very predictably. Learn how one tank behaves and you've learnt how all the other tanks will behave.

WEAPON EFFECTIVENESS

The table below shows the probability of a player, using a particular weapon, "killing" a particular vehicle with a hit. Figures are all given as percentages, with a figure of 100 % indicating that a hit with that weapon will always destroy that vehicle.

	SNIPING RIFLE	DYNAMITE	PISTOL	ROCKET LAUNCHER	HAND GRENADE	GRENADE LAUNCHER	LIMPET MINE	ORCA MISSILE	KNIFE
TANK	5	100	1	70	30	50	100	0	0
JEEP	60	100	20	100	100	100	100	0	0
TRUCK	50	100	10	100	90	100	100	0	0
BUS	40	100	10	100	90	100	100	0	0
TRAIN	20	100	5	100	80	100	100	0	0
MAN ONFOOT	100	100	100	100	100	100	0	0	100
SPEED BOAT	70	100	10	100	100	100	100	100	0
CRAWLER	50	100	10	100	80	100	100	80	0
MINISUB	50	100	5	100	100	100	100	100	0
SUBMARINE	5	100	1	100	50	70	100	70	0
SHIP	10	100	1	100	80	100	100	90	0
FROGMAN	0	0	0	0	0	0	0	0	0
BIPLANE	30	100	2	100	100	100	100	0	0
HELICOPTER	50	100	2	100	100	100	100	0	0
ZEPPELIN	100	100	10	100	100	100	100	0	0
BALLOON	100	100	10	100	100	100	100	0	0
ROCKET PACK	0	0	0	0	0	0	0	0	0
PARACHUTE	0	0	0	0	0	0	0	0	0
FLYING BOAT	20	100	2	70	100	100	100	50	0
HOVERCRAFT	40	100	4	70	100	100	100	0	0
FLYING SUB	30	100	1	70	100	100	100	90	0
SWIMMING	0	0	0	0	0	0	0	0	0

	ASSAULT RIFLE	SUB MACHINE	LMG	HARPOON	HEAT-SEEKING	TANK SHELL	UNDERWATER	TORPEDO
TANK	1	1	2	5	70	100	0	0
JEEP	40	40	60	40	100	100	0	0
TRUCK	30	30	45	30	100	100	0	0
BUS	20	20	30	20	100	100	0	0
TRAIN	10	10	15	10	100	100	0	0
MAN ON FOOT	100	100	100	100	100	100	0	0
SPEED BOAT	50	50	75	50	100	100	100	100
CRAWLER	20	20	30	30	100	100	80	100
MINISUB	30	30	40	40	100	100	100	100
SUBMARINE	1	1	2	5	100	100	70	100
SHIP	5	5	10	10	100	100	90	100
FROGMAN	0	0	0	0	0	0	0	0
BIPLANE	15	15	25	15	100	100	0	0
HELICOPTER	25	25	35	25	100	100	0	0
ZEPPELIN	50	50	75	50	100	100	0	0
BALLOON	50	50	75	50	100	100	0	0
ROCKET PACK	0	0	0	0	0	0	0	0
PARACHUTE	0	0	0	0	0	0	0	0
FLYING BOAT	10	10	15	20	100	100	50	100
HOVERCRAFT	20	20	30	30	100	100	0	0
FLYING SUB	10	10	15	30	100	100	90	100
SWIMMING	0	0	0	0	0	0	0	0
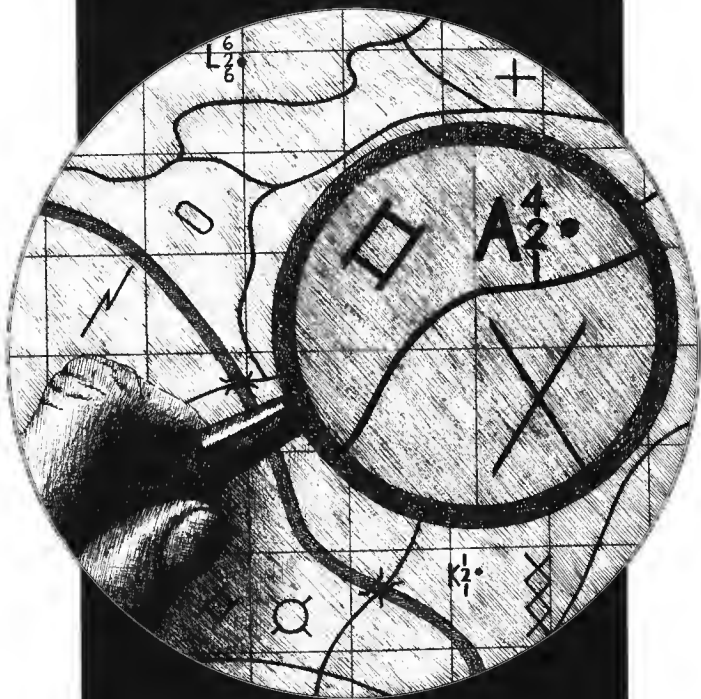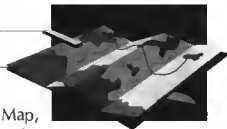
Whilst in the Atlantic Federation Headquarters, you will see the Political Map, allowing you to perform your Strategic Planning and Mission Selection. The Political Map shows each island in outline, coloured to indicate whether it is under Federation or Saharan control, with supply lines between islands shown as active or broken. Full information can be found on page 30.

During mission briefings, the intelligence map shows the selected island in relief form, overlayed by roundels indicating the location of people, vehicles, weapons and enemy units. Full information can be found on page 43.

Once you start your mission, you are given access to a high detail relief map of the whole East Atlantic, showing all 42 islands and part of the African mainland. This can be accessed at any time during your mission by pressing Function Key F5.

The map will first appear focused on the mission island. It can be magnified and reduced at will. To magnify, move the pointer to the centre of the area you want to enlarge, and then press the "Zoom in button". To reduce, simply press the "Zoom out button". Double presses of "Zoom buttons" cause double enlargements or reductions. The map can be reduced or magnified whilst in any map display mode (see below).

Your position is shown by the red dot below the white 'running man'. The red lines on the map show roadways, the blue lines show railways, and the white lines show shipping routes.

In the lower left-hand corner you will see a "Key". Moving the pointer over this icon will 'open' the map key icons, displaying them along the bottom of the screen.

The icons which appear are;

Exit.
Reverts back to the screen from which you accessed the map.

Isometric.
Changes the view from overhead to isometric.

Overhead.
Changes the view from isometric to overhead.
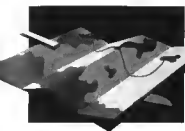
Sea Bed.
Turns relief map of sea bed on.

Sea Surface.
Turns relief map of sea bed off.

Political Map.
Displays Political Map.

Relief Map.
Reverts back from Political to Relief Map.

Show villages.
Displays locations of all known settlements and names.

Hide villages.
Hides locations of all known settlements and place names.

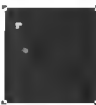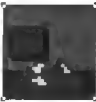**Show Village Info.**
Displays settlement information window.

Hide Village Info.
Hides settlement information window.

Set Autoroute.

Cancel Autoroute.

Show intelligence data.

Hide intelligence data.

Each icon represents an option which may be selected by moving the pointer over the icon and pressing the "Icon button". Notice that once the key is opened, the circle around the pointer disappears. If the circle is present, the pointer can 'pick-up' map features as it moves over them. When the map key is open, it can't. To 'close' the map key, click anywhere on
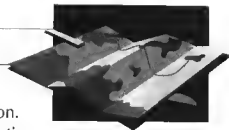
the map once. You must also close the key before magnification or reduction.

As you may see, the icons are each one of a pair, one to activate an option, and one to deactivate it. In addition, settlement information can not be shown unless the settlements are themselves being shown.

Isometric views and sea bed relief views give you a better indication of the changing terrain of an island and the surrounding ocean than that offered by the top-down view. Settlements, roads and railways are not shown on the isometric view.

The political map shows the colour-coded ownership of the islands and supply lines between them. It can display settlements and intelligence data, if those options are turned on.

Settlement locations are shown as blue dots (when the option to show them has been activated). By moving the pointer over the blue dots you can display their names. (Before doing this, make sure that the map key is closed). If you activate the 'settlement information window' option, the buildings types found in each settlement will also be shown. Buildings which have been destroyed are listed in red. More information of building types can be found in Appendix E, starting on page 152.

By turning the intelligence data option on, the positions of people, enemy units, spare vehicles and spare weapons are mapped. Only items you have knowledge of are displayed. They are all marked with coloured roundels. Some of the roundels may overlap, but even those partially or totally hidden at first can be seen and identified.

Immediately below each roundel is a red dot, indicating the exact position of the item represented by the roundel. By moving the on-screen pointer over this dot, full details of the item can be displayed. Even if a dot is hidden, moving the pointer over its position will bring its roundel to the fore. The roundels comprise one of six basic types.

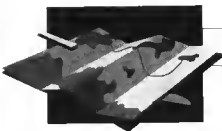| Indicates the position of a person.	Indicates the position of an enemy unit.	Indicates the position of a spare weapon.

Indicates the position of spare land transport.

Indicates the position of spare air transport.

Indicates the position of spare sea transport.

Indicates the position of spare amphibious transport.

Where the location of an item coincides with a named town or village, the name of the place will be shown above a description of the item, provided that the settlement location icon has been previously selected. The item may be decribed by one of the following ways.

People: Their names are given

Enemy Units: Each unit has a Commander, whose name and rank is given, together with type and number of vehicles in his unit.

Spare Vehicles: The type of vehicle is given.

Spare Weapons: The type of weapon is given.

At some locations, one or more items may occur simultaneously. In such cases, each coincident item will be given an item number. The items will be automatically stepped through on screen, so long as the pointer remains over them.

Whenever you come across an item on your travels it will automatically be registered. Weapons, vehicles, people and enemy units register as intelligence data. On rare occasions, you may discover an unknown building or settlement, but the vast majority of settlements are known about before you start the mission.

Autoroute and its accompanying features are all explained in the following Chapter.

As the Map becomes filled, you may find it easier to read when only one type of roundel at a time is displayed. This can be done by pressing number keys 1 to 5 on the keyboard which have the following effect;
1. Displays all knowledge
2. Displays Enemy Unit knowledge
3. Displays Spare Weapons Knowledge
4. Displays Spare Vehicle Knowledge
5. Displays Peoples Knowledge
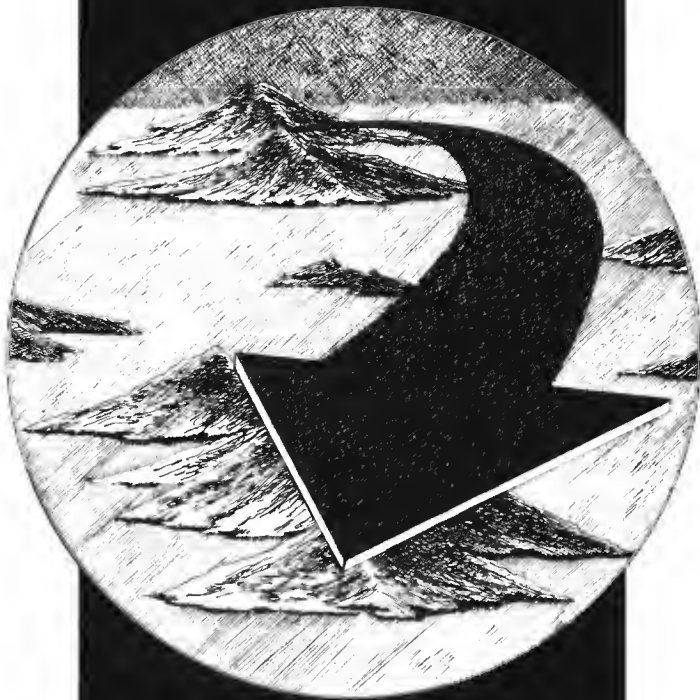
The Autoroute facility allows you to map out journeys you wish to make, and then execute them with "hands-free" control, watching the passing landscapes, until it becomes necessary for you to take direct control of the vehicle again. Quick Time similarly allows you predetermined movement from A to B, but differs from Autoroute in that your route is displayed on the map of the island rather than by travelling through the actual landscape.

Quick Time allows you to skip the drudgery of long, uneventful journeys, but the game clock still ticks on. It is quick for you personally, but not necessarily for your hero !

SETTING YOUR ROUTE

Autoroutes are set via the map, at any magnification or view. However, they are best set at a magnification which gives you sufficient detail of the area you wish to cross. You must use the overhead view. To display the map, press Function Key F5. Once it is displayed, and you have selected the magnification and view which you require, open the map key by moving the pointer over the key icon. Select the "Set Autoroute" icon. The key will close, and a circle will appear around the tip of the pointer.

In setting an autoroute, you must plot the path you wish to follow on the map. This path need not be in a straight line, but, in order to 'curve' or change direction, a 'waymarker' must be plotted. Waymarkers are plotted by moving the pointer to the desired location on the map, and then pressing the Space Bar. Once the first waymarker has been plotted, a red line will link your current position (shown by the white "running man") to the waymarker. As subsequent markers are plotted, the red line will continue to link them, showing the route you will take. Up to 100 markers may be plotted along one route.

Once you have started to plot an Autoroute, the "Cancel Autoroute" icon will appear in the key. Select this icon if you make a mistake in plotting, or change your mind about plotting an Autoroute.

Autoroutes may be set which cross the seas to another island. If you wish to do this, or if you wish to cross land not shown at the current magnification, select a lower magnification which shows sufficient area of the map to allow the plotting of the whole route. However, if you intend to journey across land and then sea, or vice-versa, it is wise to be travelling in a mode of airborne or amphibious transport, otherwise your journey may be rudely interrupted !

Once you have set the autoroute, select the "Exit" icon from the key. You will be returned to the mode of transport which you were last using, travelling along your chosen route at about three-quarters of the transport mode's top speed. The Radar Map/Special Actions window of the instrumentation display will read "Autoroute". To take direct control of the transport again, press "Autoroute Off" (Function Key F3). The word "Autoroute" will disappear, and you will once again have direct control of your vehicle.

Using Autoroute demands that you keep your eyes open and your wits about you. You may still crash into any object (such as trees, buildings, people or enemy units), you may still

be fired upon, and you may, if you have set an autoroute which crosses from land to sea or vice-versa, crash as you cross the coastline, if your vehicle is not amphibious or airborne.

You can select Quick Time at any moment during an Autoroute journey, by pressing the "Quick Time" key (Function Key F4) whilst you are travelling through the landscape. Alternatively, having plotted your route on the map, you can go straight into Quick Time by pressing the Quick Time key instead of selecting the "Exit" icon. This avoids having to return to the 3-D landscape.

In Quick Time you will then see the "running man" move quickly across the map to your selected destination. To return to the 3-D landscape during a Quick Time journey, press The Quick Time key (Function Key F4) again. You will then find yourself moving along in Autoroute mode.

If, during a Quick Time journey, you pass close to a building or person of significance, or an enemy vehicle, or you approach the coastline in a vehicle unable to cross it, "excitement detection" will be triggered. Your Quick Time journey will be terminated, and you will be put back into the 3-D landscape to deal with the situation.

Once you reach your selected destination in Quick Time, you will be put into the 3-D landscape automatically.

If your Quick Time or Autoroute journey has been interrupted, either by yourself or by "excitement detection", you can wander some distance off your chosen route. Nevertheless, you can still, in most circumstances, resume your automatic journey by pressing the Quick Time or Autoroute keys. You will be steered back towards your chosen route. However, if you are near the coastline in a vehicle unable to cross it you may encounter difficulties.

The area available for you to cover whilst playing "Flames of Freedom" is vast, and is filled with a myriad of characters with varying looks, personality and intentions.

Some of them are agents of the Saharan Empire who will betray you given half a chance. Others are uncommitted to either side, and are ripe for recruitment. Some are known friends and agents of the Federation. The challenge for you is to learn to tell the difference between them, and then act accordingly.

Spotting people in the 3-D environment is easy, as they are all represented by the figure illustrated below;
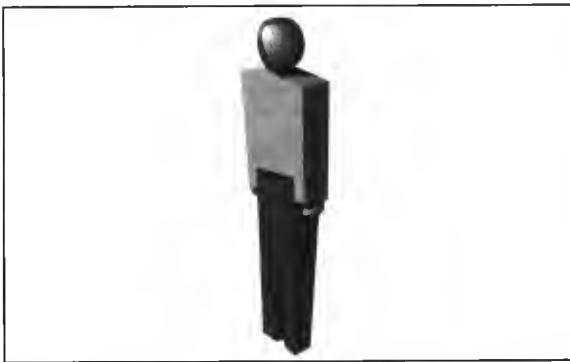
When you are close enough to someone for conversation to take place, the "Talk" icon will appear in the Special Actions window. Press the Special Actions key (Function Key F1) to meet them.

The person's portrait will appear, along with his or her name, occupation, age and sex.

The time and date are also shown, along with an "Exit" icon, in the upper right corner, which may be selected to return to the 3-D environment, and a "Shake Hands" icon, in the lower left corner, which may be selected to talk to the person.

The person may be one you recognise immediately as a friend or foe, and therefore you might not want to engage the person in conversation immediately. If you want to avoid talking to the person, select exit to return to the 3-D environment. To talk to them select to "shake hands".

When you shake hands with the person, one of three things may happen; Immediate

Assistance, Conditional Help, or Persuasion.

IMMEDIATE ASSISTANCE

Some people are eager to help you immediately. You can accept or reject this help, as explained later.

CONDITIONAL HELP

Some people will offer to help you, provided that you fulfill certain conditions that they specify. The conditions take a similar form to mission objectives, and include assassination, sabotage, recruitment, rescue, destruction of a particular enemy unit or seizure of vital documents.

A screen will brief you as to the conditions to be met. Most such characters will require you to fulfill just one condition. Occasionally, you will be required to fulfill as many as three. These will be stepped through automatically.

You must first fulfill all the conditions set, and then talk to the person again to gain their help.

PERSUASION

Some people need to be persuaded to help you. You may use any of your psychological skills to persuade the person, namely Charm, Sex Appeal, Bribery, Threats, Reason, Pleading, Authority or Deception. Each of these skills is represented by an icon which will appear across the bottom of the screen. You cannot use sex appeal on a member of your own sex, but can select any of the other icons (using the "Icon button") in the hope of persuading the character to help you.

It will obviously benefit you to use a skill at which you are highly rated, but it is also important that you use a skill to which the person you have met is susceptible. A balance must be struck !

Once you use a skill, the person's reaction will be given. This may take one of three forms. He will help you, or he will refuse to help you, or he will remain non-commital. If he remains non-commital, you can try another skill in an effort to persuade him. If he refuses to help, no other means of persuasion will work. However, you can still enlist his help by getting someone else to contact him for you (if there is anyone who will do that).

In some cases, the person may be so hostile towards your method of approach that he or she becomes violent causing you physical damage.

BETRAYAL

If the person is a traitor, they will betray you to the Secret Police. Traitors behave exactly like any other character until it comes to the point when you would normally be offered help. Instead, you will be arrested and imprisoned in the nearest Secret Police HQ, (as explained in Chapter 15, Escaping Capture, starting on page 75).

More often than not, traitors will say that they are eager to help you; you will get arrested as soon as you accept their offer of help. Sometimes traitors will pretend to need persuasion; as soon as you hit on the right method, you will be betrayed. The worst case is a traitor who sets conditions; you go through all the effort of helping them, only to be rewarded by arrest and imprisonment !

All traitors are craven cowards. Having betrayed you once, a traitor will never betray you again - he is terrified of your taking revenge, and will do all he can to help you.

HELP OFFERED

The Help offered by a character may take one of nine forms, each of which are represented by the following icons;

 Secret Journey

 Weapons

 Contacts
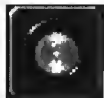
 Transport

 Papers

 Assignments

 Shelter

 Knowledge

 Treatment

More than one type of help may be offered by each person you enlist. You may choose all types of help offered, just some of them, or none at all. To receive the help, select the required icon via the icon button.

SECRET JOURNEY

A person may offer to take you to meet another person whom is known to them, but whose whereabouts are to remain secret. Typically such a person might be a high ranking member of the local resistance, whose life would be endangered by anyone gaining knowledge of how to find them.

If you select the 'Secret Journey' icon, a screen will brief you as to whom you will be taken to meet, giving you some information about them. You may, at that stage accept or reject the offer via the 'thumbs-up' or -down' icons.

Once you accept the offer, the journey will be made automatically and you will effectively be 'blindfold' for a while. The clock will update to take account of the time taken for the journey, and you will 'open your eyes' to be greeted by the person you have been taken to meet. You can then talk to him in the hope of gaining his help.

If you are offered 'Secret Journey' as one of several types of help, you might like to accept that help last of all, as you will be taken on your secret journey immediately, and will no longer be able to talk to your helper.

TRANSPORT

A person may offer you a form of transport for your personal use. The mode of transport will be shown via a briefing screen when you select the 'Transport' icon. You may choose to accept or reject the offer of Transport by selecting either the 'thumbs-up' or '-down' icons. You will immediately find yourself in the 3-D environment at the controls of your new vehicle.

SHELTER

A person may offer to shelter you from the Saharan Forces for a while, which is especially useful if the enemy are in hot pursuit and you have limited resources at your disposal. When you emerge from hiding, the enemy will no longer be hunting for you and you have a period of grace, during which you can make your escape.

WEAPONS

A person may offer you weapons for your personal use. The weapons system offered will be shown via a briefing screen when you select the 'Weapons' icon. You may choose to accept or reject the offer of a Weapon by selecting either the 'thumbs-up'

---

or '-down' icons. Once you take a weapon you may use it in the 3-D environment.

PAPERS

A person may offer you papers for your personal use. The quality of the papers offered will be shown via a briefing screen when you select the 'Papers' icon. The quality may range from excellent, through good and average, to poor. You may choose to accept or reject the offer of papers by selecting either the 'thumbs-up' or '-down' icons.

Once you hold Saharan papers you will have an increased chance of passing by enemy units without being attacked. The chances of not being attacked increase as the quality of the papers improve. However, once you open fire on an enemy unit, they will retaliate. Papers are valid until you select a new mission.

KNOWLEDGE

A person may offer you valuable information regarding the location of people, vehicles or weapons. The locations will be shown via a map screen, the exact position being indicated by the appropriate roundel. The information will be automatically added to your notebook.

CONTACTS

A person may offer to contact people they know and enlist their help prior to your meeting them. They will be eager to help as soon as you talk to them. Their locations will be shown via a map screen.

ASSIGNMENTS

A person may offer to perform an assignment for you, be it sabotage, rescue, murder, or the ambushing of an enemy unit. The nature of the assignment will be revealed via a briefing screen. You may choose to accept or reject the offer of help by selecting either the 'thumbs-up' or '-down' icons. If you accept it, the assignment will be carried out automatically whilst you wait in safety. The execution of an assignment can often, if you are fortunate, result in the completion of a mission objective.

TREATMENT

A person may offer you medical assistance. The person's medical skills will range from poor, through average and good, to excellent. Each level of skill will allow them to repair one damaged body part in a session.

Once you have taken all the help you require, select the 'exit' icon to return to the initial meeting screen. Select the 'exit' icon once again to return to the 3-D environment.
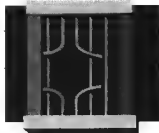
CHAPTER 15 - ESCAPING FROM CAPTURE

When a traitor betrays you, you will be arrested by the Saharan Empire's brutal Secret Police Force.

You will be taken to and held in a cell in the nearest Secret Police Headquarters, where you may well suffer physical punishment. However, the more significant consequence of being arrested is the loss of your liberty and the reduction of time available before the Saharan Armada sets sail. It is in your interests to escape from prison as quickly as possible, whilst trying to preserve your health. The more trouble you cause the Saharan Empire Secret Police, the worse they will treat you.

The screen which appears once you are in prison shows the portrait of your guard, along with some information about your predicament, including his or her name.

Above this information are clock and calendar showing time and date. In the lower left hand corner is a 'chalk-mark'. This shows the number of days which you have spent in prison.

You will be watched by a different guard every day, and every day you may try to escape if you wish. Each guard has different susceptibilities. Some have several weaknesses, while others have virtually nil. You must decide whether you want to attempt an escape, bearing in mind that if you attempt to escape and are caught, you will be severely beaten and tortured. It is not desirable to be free from prison in a matter of days if it will take a couple of weeks for your body to recover from its ordeal.

To do nothing for 24 hours, select the "Do Nothing" icon.

Once you have chosen to attempt an escape, you must decide which plan to use. You may choose to attempt bribe the guard, attack the guard, or seduce the guard (if they are of the opposite sex), by selecting the relevant icon.

Bribe	Attack	Seduce	Do Nothing
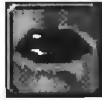
The outcome of your escape attempt will be shown. If you are successful, you will be returned to the 3-D environment. If you are caught trying to escape, you will be beaten, tortured, and returned to your cell with a different guard. The only way to exit the jail sequence is to escape, unless you spend twenty days there. After this time you will be automatically rescued, but the time penalty incurred is disastrous for your chances of
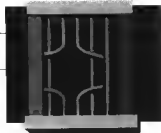
liberating enough islands before the armada sails.

Each guard behaves in a predictable fashion, and if you get to know all the prison guards well, you will be able to take the best possible approach to each. Unfortunately, one day in seven each guard has an "off" day, and does the opposite of what you might expect ! Sometimes this is the only opportunity you will get to escape from a vicious guard.
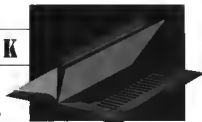
With so much happening in Flames of Freedom, you might find it difficult to keep track of everything. To help you on your missions, you are given a notebook which will automatically be updated for you. The notebook may be seen by pressing the Notebook key (Function Key F7).

The notebook menu shows your portrait, the time and date, and the number of days spent on the current mission. At the bottom of the screen are seven icons, each of which will display a different section of the notebook when selected. They are;

SHOW CONTACTS.

Selecting this icon will display the name and portrait of one of your contacts (i.e. a person you have knowledge of who is eager to help you) The three icons in the upper right-hand corner step through the contacts forwards, backwards, and return to the notebook menu respectively. By selecting to step forwards you may see all your contacts in turn. Note that, above each contacts name, the word "Contacted" or "Contact" appears, depending upon whether you have met them yet or not. Remember that not every single contact can be trusted. Some may be traitors !

PEOPLE MET
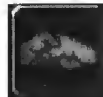
Selecting this icon will display the name and portrait of one of the people you have

met on the island. The functions of the three icons in the upper right hand corner are identical to those described above. Above the persons name a message will appear. This may be one of five types.

a) "Offered help by..." indicates that the person gave you, or offered you help of one sort or another. You may have taken all the help the character has to offer, or you may not. If the character still offers help which you have not accepted, the relevant "Help" icon will appear at the bottom of the screen. (See page 71 of "Meeting people and making contacts" for more information about the icons). Selecting this "Help' icon will have no effect at present. You must return to the person to get the help.

b) "Will help if..." indicates that the person offered you conditional help, the conditions of which have not yet been satisfied. By selecting the "thumbs-up" icon you may see the conditions of the help. ((See page 70 of "Meeting people and making contacts" for more information about conditional help).

c) "Talked to..." indicates that you met and talked to the person, but have not tried to persuade them to help, or that they remained non-commital and may still help you if you return to them.

d) "Refused help by..." indicates that the person refused to help you despite your using one of your psychological skills on him or her. Such people cannot now be persuaded to help, even if you return to them on the island.

e) "Traitor !" indicates that the person betrayed you to the Secret Police, at which time you were captured, tortured and beaten.
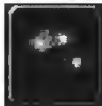
ENEMY UNITS DESTROYED

Selecting this icon will show any enemy units which you have destroyed. For each unit you will see the portrait and name of its commanding officer, the number of vehicles lost, the number remaining, and any bonus earned for their destruction. A picture of the type of vehicle destroyed is also shown. The three icons in the upper right-hand corner step through the enemy units forwards, backwards, and return to the notebook menu respectively. By selecting to step forwards you may see all the enemy units which you have destroyed in turn. (For more information on destroying enemy units, please see page 55 of "Engaging the Enemy").

BUILDINGS SABOTAGED

Selecting this icon allows you to see any of the buildings which you, or one of your helpers, have sabotaged and destroyed. For each building you will see its type and location, along with a picture of it. The three icons in the upper right-hand corner step through the buildings forwards, backwards, and return to the notebook menu respectively. By selecting to step forwards you may see all the buildings sabotaged in turn.

WEAPONS AVAILABLE

Selecting this icon allows you to see any of the weapons currently available to you. For each weapon you will see its type and picture. The three icons in the upper right-hand corner step through the weapons forwards, backwards, and return to the notebook menu respectively. By selecting to step forwards you may see all the weapons available in turn.

PAPERS AVAILABLE

Selecting this icon allows you to see the papers currently available to you. You only ever hold one set of papers - the best of those you have been given.

CAMPAIGN REWARDS

Selecting this icon allows you to see the accumulated wealth, mission bonuses, and luxury goods which you have earned so far in the Campaign.
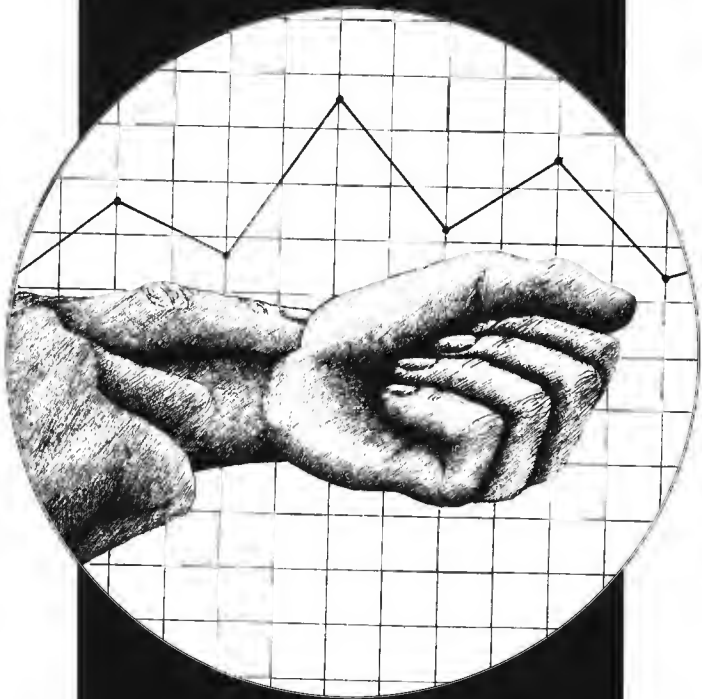
You may check on your psychological and physical profiles, and on your state of health by pressing the Self key (Function Key F6) at any time.

You cannot alter your psychological or physical profiles during a Raid or Campaign (you must return to HQ and start again with a new character if you want to do that), but you can check to see if there has been any improvement or deterioration in any particular trait.

Your rating for a particular psychological trait will improve if you use it a lot when trying to persuade people to help you. However, improvement in one particular area will lead to a slight deterioration in others that you have not been using, as there is a trade-off between skill in one area and skill in another. For instance, if you have been charming to everybody, your rating for Charm may have increased, but your rating for Authority will have decreased to balance it. To make an overall improvement you must keep a balance in the approaches you use.

Your physical traits (viewed by selecting the "heart" icon) may also change over time, according to the physical activity you do.

Reflexes	are enhanced by being in lots of 'collisions'.
Sturdiness	is enhanced by being injured frequently.
Endurance	is enhanced by running low on energy for some time.
Recuperation	is enhanced by long periods of rest.
Stamina	is improved by periods of energy intensive activity.

Your physical profile may also take a turn for the worse, as long periods of convalescence will reduce Reflexes, Endurance, Recuperation and Stamina, whilst long periods spent held in detention by the enemy reduce Sturdiness.

You may check on your state of health by selecting the "red cross" icon.

Your body is comprised of six parts which may be either 'undamaged' or 'injured'. They are your head, body, left arm, right arm, left leg and right leg. If a part becomes injured, it will be overlayed by a "Red Cross" symbol. The body parts, or combination of parts, which become injured determine which activities you will or will not be able to perform. Injured body parts will recover during long periods of rest. As a rule, head injuries will heal before body injuries, which, in turn, recover quicker than arm injuries. Leg injuries take longest to heal. However, if more than one limb is injured at any one time, some degree of simultaneous repair will take place.

You may be offered first aid by a person you meet. (Please see page 74 for more information about first aid).

There are two other factors governing your State of Health;

a) Energy Reserves, which represents your total stock of energy

b) Muscle Power, which represents your 'instantaneous' energy

Energy Reserves are shown by the number of 'running man' icons at the bottom of the screen. One yellow man is shown for each 'full tank' available. When they need replenishing they turn red.

Muscle Power is shown by the larger 'running man' icon above the Energy Reserves. This acts as a 'fuel gauge', the colouring draining away as tasks requiring energy are performed.

When Muscle Power falls to zero, it is replenished automatically from your Energy Reserves, BUT this triggers exhaustion (all actions take place at half-speed). To avoid exhaustion you must stop and rest before Muscle Power reaches zero. If you run out of Energy Reserves, you will blackout and be forced to stop and rest. After a sustained period of rest, during which you will eat and sleep, your Energy Reserves will recover.

Once you have finished viewing your psychological or physical traits, or your state of health, select the "Exit" icon to get back to the action.

CHAPTER 18 - REST

Whenever your Muscle Energy or Energy Reserves drop, you will need to rest. You may want to rest if your body has sustained physical damage, so that time may heal your wounds.

To rest, press the Rest key (Function Key F2).

The screen shows your body on the left, with physical damage to any of your six body parts indicated by a "Red Cross". The 'running man' icons at the bottom of the screen show your Muscle Power and Energy Reserves. The larger icon shows your Muscle Power, and is yellow when full, draining away to red when empty. If this gauge shows empty, you must rest for a short while to refill it from your Energy Reserves, shown by the six smaller 'running man' icons below it. You can, if you wish, replenish your Muscle Power and your Energy Reserves by simply stopping and doing nothing whilst still in the 3-D landscape. It might take some time, however.

To top up your Muscle Energy, select the "5 minutes" icon. The time shown on the clock will advance by five minutes and your Muscle Power will increase.

If your Energy Reserves run low, you must stop for a much longer time, during which you will eat and sleep. This is done by selecting the "Hours" icon. You will rest for one hour, during which time one Energy Reserve tank will be replenished. The clock will advance one hour.

You may take as many minutes or hours rest as you wish by a continuous press of the "Icon button".

If you rest for hours, the injuries you have sustained will continue their healing processes. Once a body part becomes fully functional again the Red Cross will disappear. They may not heal completely while you are resting, but they will be closer to recovery.

Once you have finished resting, select the "Action" icon.

CHAPTER 19 - ACHIEVING YOUR MISSION OBJECTIVES

Throughout your mission you may review your mission objectives by pressing the Ojectives key (Function Key F8). Your objectives will be stepped through on screen, with a "return to the action" icon in the lower left corner which may be selected at any time.

The number of objectives which comprise a mission varies, but on each mission, every objective must be achieved for the successful completion of the mission.

As each objective is completed during a mission, Control will appear to inform you of the fact, immediately on your return to the 3-D environment. The completed mission objective will appear, overlayed by the Federation's seal of approval, with a 'return to the action' icon in the lower left corner.

He may also appear to inform you that your actions have now satisfied the conditions for help laid down by one of the people you have met. To gain the help offered you must return to the person.

Eventually you will achieve your final objective. You will be told of its completion, in the normal way. Once you select the 'return to action' icon, you will be told of your overall mission's succesful completion. Your mission objectives, each overlayed by the Federation seal of approval for a job well done, will appear in turn. Select the 'return to action' icon again to see the updated political map of the Slave Isles, with the island you have just liberated turning pink.

As a proud and willing servant of the Atlantic Federation you will no doubt be filled with joy. As further reward for liberating the island, the local people will thrust luxury goods upon you in thanks for your work, and Control will inform you of your financial bonus to be paid by the Federation.

On completion of each island you are also given a Secret Weapon to use on later missions. (Information about the Secret Weapons which you can collect can be found in Appendix B on page 138). Finally, the value of your luxury items and mission bonus are added to any rewards gained for the destruction of enemy units, and then combined with wealth accumulated from other missions to give your total wealth.

You will then return to Agora for rest and recuperation. The length of time needed for your body to recover from its ordeal will depend on the amount of punishment taken during the mission. The Federation stipulates a minimum recuperation period of five days.

You must save your campaign to disk at this stage. Once you are fit and well, you must report back to the Federation HQ to be briefed for your next mission.
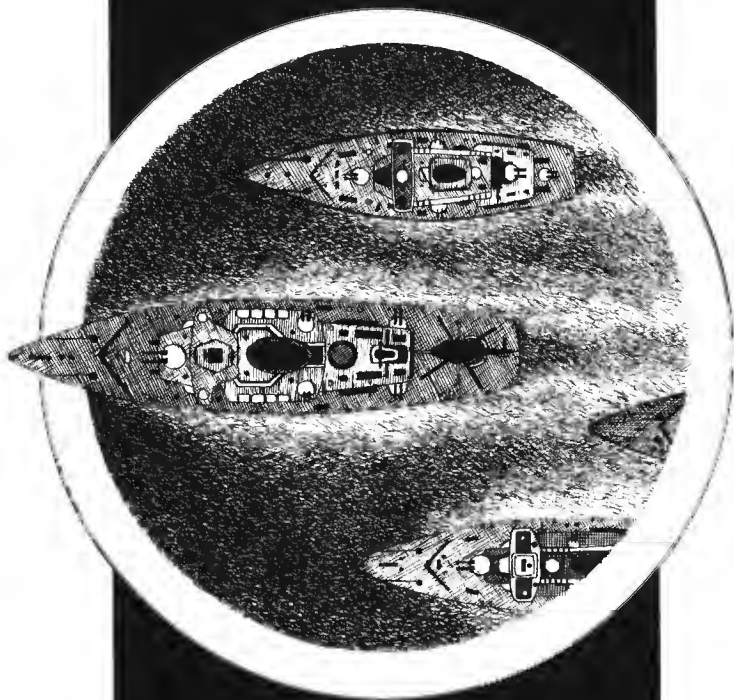
Atlantic Federation intelligence reports have allowed us to establish enough facts about the massing Saharan Armada to allow us to make detailed predictions about their actions after they set sail for Agora. Whilst you will not be actively engaging the Armada for an estimated six months after your enrollment as a Special Field Operative, your work in that period must take into account the Armada's likely route to Agora. In fact, your work before the Armada sets sail will *force* the route taken by the Armada.

You can use Strategic Planning to see a wholly accurate simulation of the Armada's route at any time you return to HQ between missions. You can see, as discussed on pages 30-31, that the route taken by the Armada follows certain rules. What is harder to predict is the speed and ease with which they will travel. That depends on your actions before they sail, as each liberated island contributes more brigades to your force, and on your actions after the Armada sails, as the Federation forces cannot defeat the Armada on their own. Your individual input is crucial.

You can be certain of one thing. Once you receive the message telling you that the Saharan Armada has set sail, you must abort the current mission and prepare to engage the Armada. You will not be allowed to complete the current mission. However, you can still enlist people from any island and gain their help.

THE COMPOSITION OF THE SAHARAN ARMADA

The structure of the Saharan Forces within the Armada is believed to differ from that normally encountered on islands. The Armada consists of around 60 units, combined for travel into about 20 Battle Groups. The individual units will not be shown on the Main Map, but the Battle Groups will be. Each Battle Group is designated as either an Air Force Battle Group, Amphibious Battle Group, Naval Battle Group or Army Battle Group, and these four types are shown by Zeppelin, Hovercraft, Ship and Tank roundels respectively.

However, a Naval Battle Group, for instance, need not consist solely of sea-going craft. They may well have limited aerial support from a unit of biplanes, which are under the command of the same Naval Group.

Army battle groups are carried by ship and disembarked onto any liberated islands which the Saharan Armada is forced to pass by. The Army units, (and any close by Amphibious units), will head for the interior of the island to battle with brigades fighting alongside the Federation.

Whilst such battles are being fought, the Naval units will travel further around the coast to rendezvous with the Army units after the battle. If either the Naval or Army units are destroyed before the rendezvous point, the other will desert and so both will be lost.

As with any invasion force, the Saharan Armada will consist of units whose abilities range from average conscripts, to elite crack troops. As you liberate islands, brigades will be

contributed to the Federation forces. These allied brigades will be best equipped to engage the average Saharan units. Your job is to take on the elite. Elite units will reach Agora regardless of the opposition they face from Federation brigades. Only you, in person, can finish them off.

THE ATTRITION RATE OF THE ARMADA

The Attrition rate varies according to how actively the Armada is being engaged. This fundamentally depends on whether the Armada Battle Groups are passing islands which they still control, or islands which you have liberated. Liberated islands will force the Armada to suffer far higher rates of attrition as they house brigades of allied troops. The number of brigades available to engage the Armada varies from island to island.

The longer the distance you can force the Armada to travel, the more attrition they will suffer. The more liberated islands you can force them to pass, the more attrition they will suffer. If you can force the Armada to take a difficult route and if you can liberate enough islands to form a large Federation counter-force, then most or all of the Armada's conscript Battle Groups will be destroyed without your personal intervention. This will leave only a handful of elite Battle Groups for you to polish off personally.

If, on the other hand, you have blundered on your missions, liberating only a few islands and leaving the Armada an easy route to Agora, then stopping the Armada becomes an almost superhuman task. Up to twenty massive Battle Groups will reach Agora more or less intact and you will personally have to destroy 4 or 5 times as many enemy vehicles to win the campaign.

You may find it easier to engage enemy on and around non-liberated islands, as such islands will not be battle-worn and should still contain lots of spare vehicles and ammunition, and people to help you.

As can be seen by running a Strategic Planning simulation, the Armada moves in waves. Some Battle Groups will cover ground very quickly. However, their attrition rate may be high. Others move more slowly but may keep more of their Group intact.

Finally, do not expect the Armada to follow their predicted path blindly into an ambush you have set up. If you merely sit and wait along their route they will divert to avoid you. You must actively seek them at all times.

WINNING OR LOSING

For the Atlantic Federation and the Slave Isles to be rid of the scourge of Saharan domination, the entire Armada must be destroyed. Such a show of strength will undoubtedly incite all unliberated Slave Isles to rebel in unison, thus crushing the Empire's forces and pushing them back to the African mainland. Such a victory will make its instigator a worldwide hero. Such acclaim awaits you.

Defeat, on the other hand, is not easy to contemplate. If any Battle Groups of the Saharan Armada reach the COBRA HQ or Union on Agora, the game will be up. Agora will become the forty-second Slave Isle.

You have the opportunity to return a hero. There is a chance you will trail back in shame. Flames of Freedom is all about you making the right decisions at the right time. Choosing the correct option from the vast range available. Executing your actions with deadly accuracy.

You have many tools, of which this handbook is one, at your disposal. The future of the Atlantic Federation is now being passed into your hands.

If you are impatient to get to grips with the Armada, press the "A" key whilst in the 3-D landscape. This will trigger the Armada instantly.

LOBOS

A key stronghold island controlling the western region of the Saharan Empire, Lobos is the home port of the Imperial Occidental Fleet. Radar installations guard the approaches to the huge natural anchorage at Deep Water. Amongst the units stationed on this island are Sea Hawk Flying Submarine Squadrons commanded by the notorious Amandu Dengal. Your overall mission is to liberate the island, the loss of which will cripple the Empire's western capability.

1) Assassinate Admiral Amandu Dengal, commander of the infamous elite Imperial flying sub unit known as the Sea Hawks.

2) Sabotage the radar at Outlook Island, the radar station which alerts the Empire of any ships approaching Deepwater Bay, and the heart of their naval forces on Lobos.

3) Sabotage the underwater base at Deepwater Sound, the heavily fortified centre of naval operations
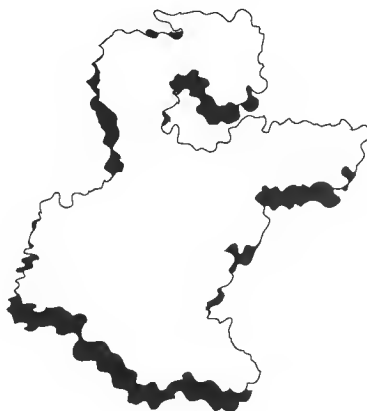
DHAFRA

The island is the location for the Empire's Northern Sector Command Headquarters. It is a stronghold of prime importance; every element of the enemies' services are present on the island. In addition Dhafra is the Empire's major source of uranium and iron ore. Local miners are known to be sympathetic to our cause. The overall mission is to actively incite the population to rebel.
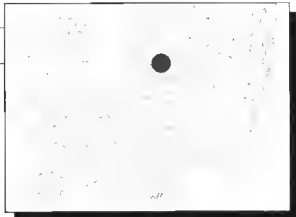
1) Enlist Doctor Habib Ayyub the geologist, who is a much liked and respected member of Dhafra's community

2) Enlist Jan Karlstaad a sympathiser to the cause, but wary of strangers

3) Enlist George Davies, an ex-miner with many friends

4) Sabotage the Secret Police HQ at Boulder Valley

5) Sabotage the Enemy HQ at Blackridge Plateau

6) Sabotage the Radio Station at Blackridge Plateau
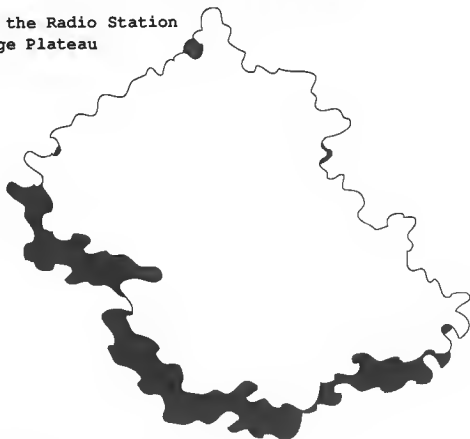
THE SLAVE ISLES

CAMARGO

Camargo is the HQ of the Imperial Armoured Corps, where the elite armoured units undergo rigorous battle training. The entire south-eastern peninsular has been turned into a massive walled ghetto, named Eden. Here, politicians, revolutionaries, resistance fighters, and those who have simply dared to speak ill of the Empire are forced to live in terrible, disease-ridden conditions. Those who survive disease eventually meet their end at the hands of the Imperial Police death squads. An armed breakout from the ghetto is the key to liberating Camargo.

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1) Enlist General Fadi al-Hadi, one of the most influential
officials in the Imperial army.

2) Rescue Lieutenant Zaid Sirhan, the Resistance Leader held in
the notorious Eden Ghetto.
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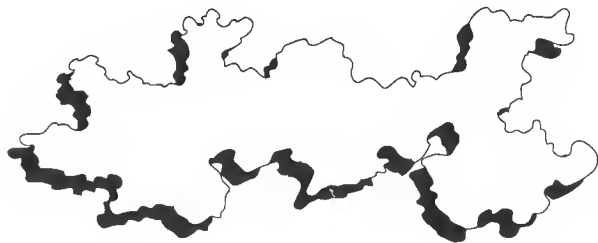
PANAO

Agora's air defences are constantly probed and tested by fighter squadrons from the Atlantic Fields airbase on the west of Panao. The island itself is rocky and mountainous. There is a small fishing industry, tin mining and some farming. Governor Farinola, a right-wing fanatic, has Panao firmly under his control. His trusted partner in terror, Dr. Burquest, has brainwashed many of the islands key personnel. Your objective is to depose Farinola by getting the Army, the Air Force and the Police on our side.

1) Enlist Catherine Ellis, only daughter of the chief of Secret Police. If she's on our side, her father is sure to help us - he dotes on her.

2) Enlist Magdala Umar, wife of the military commandant. He does everything she tells him to, principally to avoid her incessant nagging.

3) Enlist Colonel Masi Bourguiba, Air Force Commander on Panao. His help will be vital in liberating the island.

GAMBOA

A lush and verdant island, Gamboa is run by the Secret Police Narcotics Bureau. Opiates are cultivated here by the Bureau and then smuggled to Agora in an attempt to subvert the population. The abundant narcotics crop is also used to keep the local population under control. Under the very noses of the Secret Police, the resistance operate a highly effective escape pipeline from Gamboa, spiriting enemies of the Empire to Agora. Reason and authority open many doors on Gamboa, but to free the island you must disable its narcotics industry.

```
1) Enlist Albert Price, chief chemist for the Narcotics Bureau,
whose girlfriend is held in slavery to ensure Price's loyalty.

2) Seize documents containing the names of all Narcotics Bureau
personnel and informers.

3) Destroy Colonel Makonnen's  Flying sub squadron, an elite
Secret Police unit which is currently trying to locate and smash
the resistance.

4) Sabotage everything at Stony Shore the major centre for
narcotics processing on the island.
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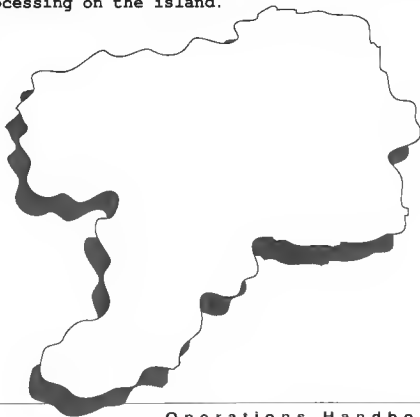
IQUITOS

Iquitos is the headquarters of the Imperial Propoganda ministry, its radio stations beaming a constant stream of fiction towards the island of Agora. Although it is a frequent port of call for merchant ships plying their trade between the nearby islands, much of Iquitos remains an unspoilt tropical paradise, a tranquil haven for the rich and the famous.

Your charm and pleading will be crucial in gaining the help of the islands jet-set. As well as silencing the voice of the Empire, you must also wreck the island's sea trade.

1) Sabotage the Radio Station at Echo Pass, the main source of Saharan propaganda, the aim of which is to subvert the population of Agora.

2) Enlist Feodor Dvorak, millionaire businessman and recluse. He is known to be generous and will be able to bribe the island's governor to relinquish control.

3) Destroy Major Bamba's speedboat squadron which guards the islands vital trade routes.
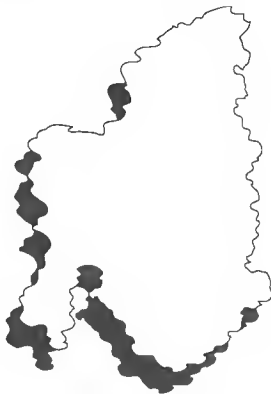
THE SLAVE ISLES

MARACAY

This island seethes with intrigue and espionage. The free port on the south-western coast has been likened to the pre-flood colony of Hong Kong. Every secret organisation, for good or evil, has an agent representing its interests on the island. In addition to agents, you will encounter secret societies, racketeers and various other criminal elements. Trust no one.

1) Enlist Cadi Soromenho, an agent, under the guise of a businessman, has infiltrated numerous Imperial agencies. The information he has will be of great help in destroying Imperial commerce.

2) Rescue Janine Howard, a renowned journalist, who is under constant Imperial Police surveillance, because she might give far from beneficial reports on their activities and practices.
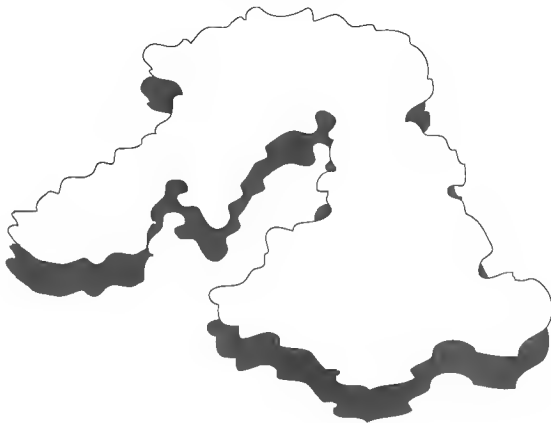
CALABAR

Calabar exports exotic spices, silk and a cornucopia of natural medicines extracted from its rare tropical plants. The island is a haven for deserters from Dhafra, who have a hideaway in the mountainous interior. In the south, the Air Force have a tropical disease research centre as well as an airbase. You must encourage the Saharan deserters to take up arms against their persecutors and at the same time gain the cooperation of the civil authorities. Bribery and threats should prove useful.

```
1) Enlist Lady Rowena Harper, the Governor of Calabar. She
represents the mainland's bureaucratic interference with Calabar's
affairs.

2) Enlist Anthony White, spokesman for the deserters. He'll
probabkly want you to prove you're not a Saharan agent before
he'll give his support.

3) Assassinate Doctor Leslie Fisher, in charge of the Air Force's
medical experiments. The islanders are terrified of him and no
uprising is feasible until he's eliminated.
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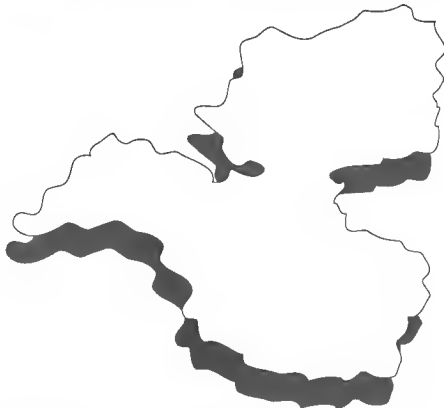
ALEDO

The Imperial Airforce use Aledo as a forward base for aerial surveillance on Agora. Enemy units include high level bombing zeppelins commanded by Major Nathan Owen. Underwater bases receive weapons by submarine from the Secret Weapons Establishment on Thar. Take notice that the resistance network has been penetrated. The overall mission is to render the island inoperable as an air base.

1) Assassinate Major Nathan Owen, Commander of the Imperial high level bombing Zeppelin unit.

2) Sabotage the printers at Qasir where anti-Federation propaganda leaflets are printed, and then dropped in their thousands from Imperial planes, onto populated areas, with the aim of demoralising our sympathisers
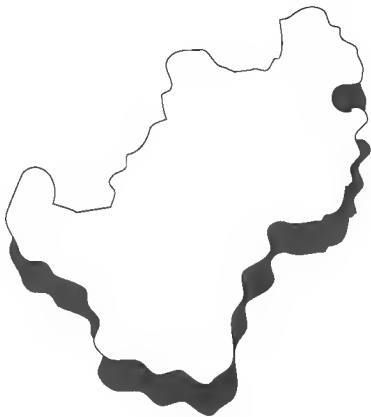
COROZAL

Corozal is the major base for the Imperial Navy's Intelligence Service. Radar sited on high ground is used to scan the western approach from Agora to the mainland of Africa. Radio stations based around the island monitor transmissions from Agora. Overall mission is to deprive the enemy of his intelligence gathering assets.

1) **Sabotage the Radio Station at West Island.**

2) **Sabotage the Underwater Base at White Cove.**

3) **Enlist Christopher Jones.**

4) **Enlist Emile Lamontagne.**

5) **Destroy Major Wohlbruck's ship squadron.**

6) **Assassinate Major Abbas Tabari.**
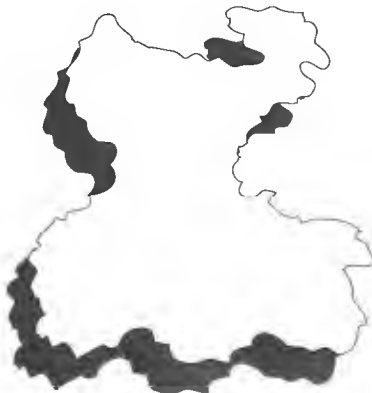
THE SLAVE ISLES

JEBBA

Chaotically administered by the corrupt and depraved Governer Hejaz, Jebba has a thriving black economy. Smuggling, gambling and the enslavery of unwary strangers are major sources of income. Frequented by the Imperial officer corps for their dubious recreation, Jebba is well garrisoned. It is also the HQ of the Secret Police Terror Executive, a ruthless commando force. Gain help from the Jebbans with bribery and deception. To liberate the island you must enlist the Governer and neutralize the Terror Executive, which exerts the only authority the Jebbans understand - mortal fear.

```
1) Enlist Governor Gabriel Hejaz the corrupt and depraved
Governor. He has many contacts and will be invaluable in
undermining the power of the Secret Police.

2) Sabotage everything at Morto where the elite Terror Executive
is based.

3) Rescue Ameera Shaalan grandson of Farah Beersheba. Beersheeba
is the Godmother of the smuggling clan and her help is vital. The
Terror Executive are holding Shaalan as a hostage.

4) Sabotage the Underwater Base at Jamsun Sea. The wolfpacks based
there are a deep thorn in the side of the island's smugglers.
Eliminating the base will win
them over to your cause.
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QAMAR

The island of Qamar is home to two major cultures. A large, wealthy English settlement on West Qamar, and an Arabic settlement on East Qamar. Deep within the Arabic sector, is hidden the Headquarters of the Imperial Zeppelin Corps, an elite reconnaisance and bombing unit. General Ali ibn Zahr, corrupt Commander of the Corps and military governer of Qamar, takes protection money from West Qamar in return for leaving it alone. Consequently, there are no garrisons at all stationed in the west. Recently, intense Secret Police activity on both islands has finally placed the General and the Corps under suspicion of illegal activities. Your overall mission is to recruit the desperate Ali ibn Zahr to our cause.

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1) Enlist Governor Ali ibn Zahr military Governor of Qamar.

2) Assassinate Anatolia Rihan.

3) Sabotage the Secret Police HQ at Sakri Fields where
incriminating eveidence on the Governor is kept.
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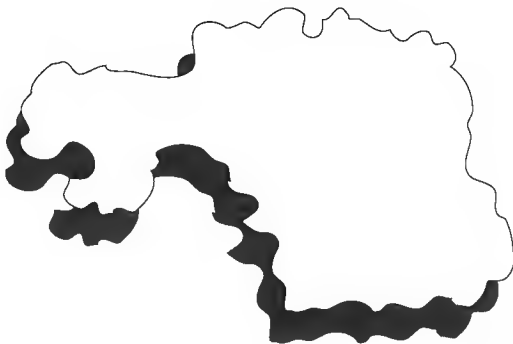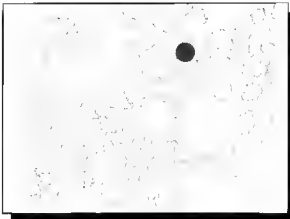
THE SLAVE ISLES

MAJI

The mountains of Maji provide an ideal location for an Imperial Weather station serving Dhafra. The Empire also uses this island for rest and recuperation. Imperial troops make sure that the island's two main industries are gambling and crime. A corrupt judicary and legal profession ensure the prosperity of these dubious industries. Maji is also famous for its pirates. You must cut sea communications with other Imperial colonies and bring about the liberation of Maji.

1) **Destroy Lt. Kaunda's submarine squadron, off the western coast, cutting off the island's trade route.**

2) **Destroy Maj. Sutton's submarine squadron, off the western coast, cutting off the island's trade route.**
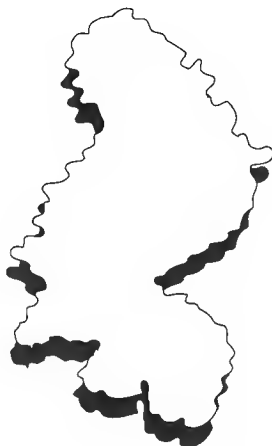
CUBANGO

Cubango has been torn apart by religious strife. This has been aggravated and exploited by the Empire, which operates a divide and rule policy. Sectarian murder is common on this island. The population is mistrustful and Imperial forces maintain a high state of alert. You must end the religious strife and allow a liberated Cubango to return to stable government.

1) Assassinate Governor Albert Benson. Benson is an Imperial sympathiser, and if he ever realises his ambition to gain ownership of all of Cubango, then Imperial forces will get an even stronger foothold on the island.
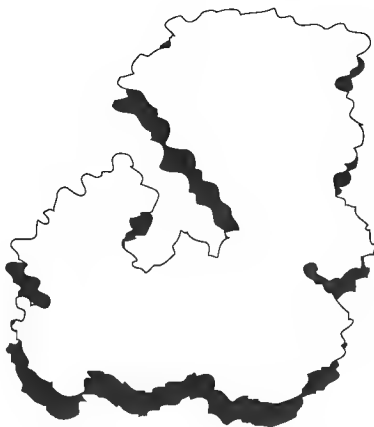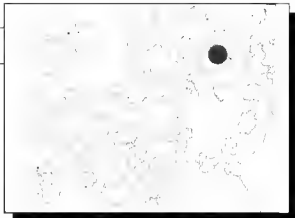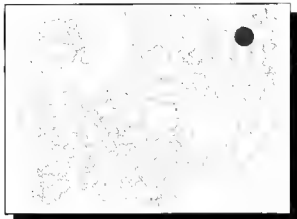
THE SLAVE ISLES

GAU

Gau is controlled by two Mafia-type families. The Doua's in the south, and the Oqbah's in the north. The Empire often indulges itself in hiring the exceptional skills of their assassins and hit-men.

Recently Nasif Namali, a General with the Saharan Army, well known for his outspoken hatred of the Mafia and some aspects of Saharan life, went into hiding after killers hired by the Empire began searching for him. Namali is a desperate man, who might be willing to help us. Your overall mission is to free Gau from Empire and Mafia rule.

1) **Enlist General Nasif Namali, who is in hiding in fear of his life. His refusal to help the two Mafia families on Gau, and his views on how the Saharan Empire conducts its affairs, have made him a much wanted man by both parties.**
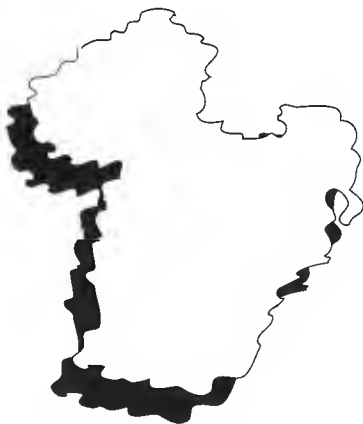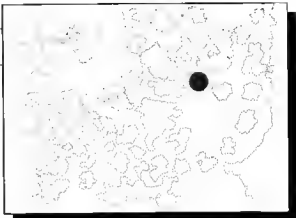
VITORIA

Once a tranquil and verdant haven, Vitoria was settled by pioneers of the green movement to use as a living laboratory for alternative technology and communal living. When the Empire discovered rich deposits of brown coal and iron ore, the lush interior becamer heavily industrialised. Because physical violence is against the principles of the green pioneers, the rest of the island is barely garrisoned at all but powered vehicles are also rare. To win the hearts and minds of the islanders, you must shut down the heavy industry. Reason, charm and pleading are useful skills.

1) Enlist Captain Bernard Ellis, the general manager of the Imperial Steel Corporation. His help is vital in shutting down the island's steel mills.

2) Seize documents, a geological survey supressed by the Government to avoid a mine worker's strike. The report predicts massive earthquakes and flooding if mining continues.

3) Rescue Elizabeth Shaw, the ecology expert and green activist. The Secret Police are holding her somewhere. Her rescue will rally the islanders to our cause.

4) Enlist Hugh Evans, President of the Union of Coal Miners. The Police have framed him, on fraud charges and now he's in hiding. The miners will follow him to a man.
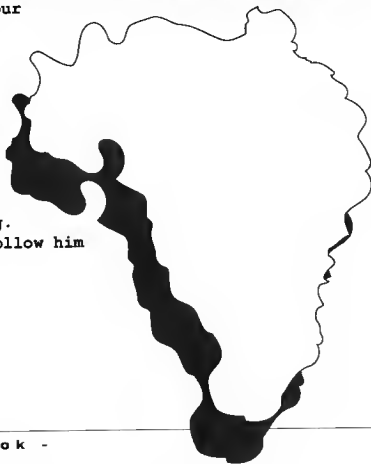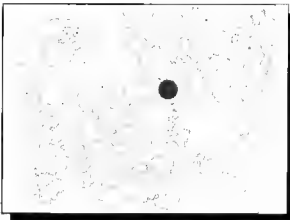
THE SLAVE ISLES

SIKASSO

This island is the home of two deadly neighbours, the Imperial Secret Police, who use it as their interrogation HQ, and the League of Assassins, a brotherhood of professional killers who sell their organisations detest each other. You must exploit the mutual dislike between the Police and the League, destroy the power of the assassins and compromise the Secret Police.

1) Assassinate Andre Freitas, head of Sikasso's League of Assassins. With luck this will force a conflict between the Assassins and the Secret Police, as undoubtedly the League will blame the murder on them.

2) Seize documents, containing incriminating photographs of the Head of the Secret Police, highly delicate in nature.

ZAFRIYA

Centre for the Imperial fishing industry, Zafriya sends supplies of dried fish from its processing and canning plants to all of the Empire's garrisons. The workforce has been ruthlessly exploited by the Empire, and in order to augment their existance they have resorted to piracy. Although some inhabitants are fiercely loyal to our cause, others are treacherous in th extreme.

1) Enlist Firouzeh al-Hamik, a resistance fighter who is believed to have gathered information likely to be useful to the Federation intelligence.

2) Sabotage everything at Boulder peninsula from where the enemy flies out food supplies to bases on mainland Africa.

3) Enlist Lufti al-Zasir, a smuggler known to frequent the seedier areas of Angel Cove, who has reached a business understanding with Imperial Officers.
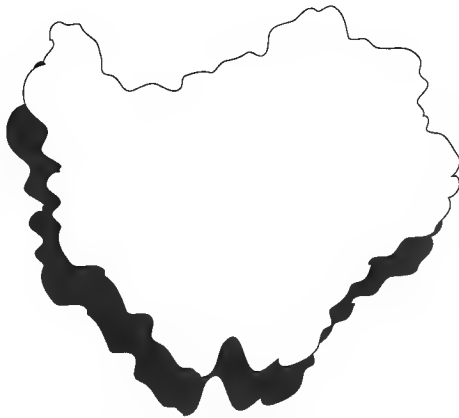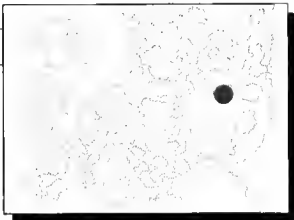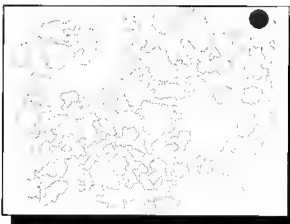
DJOUM

Because of its close proximity to the African mainland, and the diversity of terrain types found there, Djoum is used by the Saharan Empire as the ideal military training centre for its newly recruited troops. Here, Imperial soldiers, sailors and airmen undergo six months of intense training in all fields of modern warfare, until they are considered worthy enough to fight in the ranks of the Imperial army. Djoum is also the location of the Headquarters of the much feared Imperial Death Squad, a special judicial unit, created to investigate reports of misconduct within the echelons of the Imperial Army and Secret Police.

1) Sabotage everything at Feraigat Fields an important military munition dump, where a handful of the Empire's best scientists create and manufacture devastating weapons.

2) Assassinate Major Lwamgira Baikie, a Major in the Imperial Army, whose death will smash enemy morale.

3) Assassinate Leiutenant Hassan Hilmi, Hangman with the Imperial Death Squad. His death will turn others against their leaders.

SATARA

Situated close to the African mainland, Satara is heavily industrialised with a proliferation of armaments and munitions factories. The arms industry encourages a considerable amount of smuggling to resistance groups. The island is also the HQ for the Imperial Marine Corp. The main underground movement has formed a government in waiting, ready to seize control of the island as soon as it is liberated. Your overall mission is to recruit the governmant in waiting and assist it in taking control of the island.

1) Recruit Mulela Kouyate, businessman and leading member of Satara's exiled government.

2) Assassinate Zwide Tozer, Imperial Governor of Satara.

3) Recruit Kgari Gamoudi, quality controller for the Empire's arms factory.
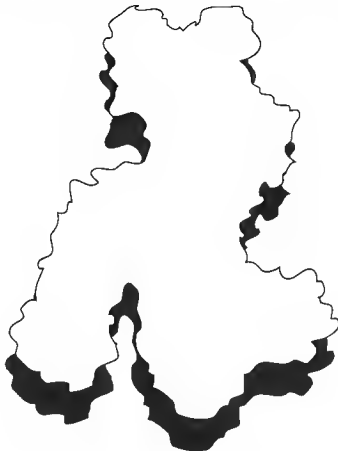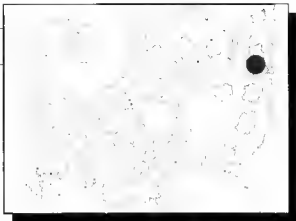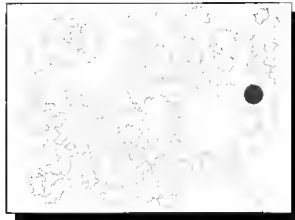
THE SLAVE ISLES

THAR

Formed by a now dormant volcano, this rugged island is exploited by the Empire as a location for its Secret Weapon Establishment. Little is known of this highly secret installation. Recently fishermen from Zafriya, who had been pressed into service with the Imperial Mercantile Fleet, reported seeing Professor Gabriel D'Angeli on the dockside at Bird Quay. Professor D'Angeli is known to be a keen supporter of the Federation. Your overall mission is to locate D'Angeli and destroy all elements of the research establishment. Be warned - Thar is heavily guarded.

1) Enlist Gabriel D'Angeli, who is known to be a keen supporter of the Federation.

2) Sabotage the Underwater Base at Bird Water. Used for secret weapons development.

3) Sabotage the Underwater Base at Lodi. Used for secret weapons development.

4) Rescue Bother Jaques Dubrique, an active member of the resistance.

5) Sabotage the factory at Bird Lowlands, used for weapons production.

6) Sabotage the factory at Lodi, used for weapons production.

7) Sabotage the factory at Firengi Pass, used for weapons production.
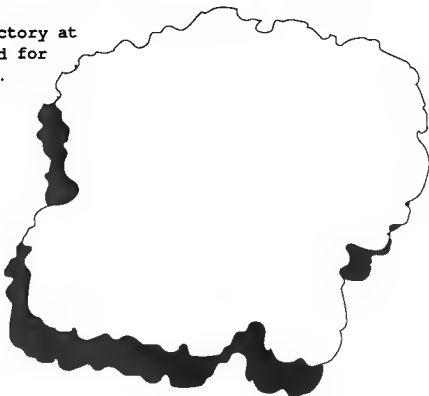
GRAN PARADISO

Gran Paradiso was home to one of the largest resistance movements in the Slave Isles, until Imperial Agents tracked down and imprisoned the leader of the Resistance, Amilcar Tsombe. Without Tsombe's leadership the movement fragmented into three smaller groups. The leaders of each group have differing views and ideals, so they remained estranged from one and other, and weak in comparison to the Resistance under Tsombe. There is no sign at all of any co-operation between them, let alone an overall strategy. Your task on Gran Paradiso is to reunite the three resistance movements.

1) **Enlist Abbas Tabari, leader of the Amizade resistance movement.**

2) **Enlist Muhmar Zaghlul, leader of the Laranja Resistance movement.**

3) **Enlist Houshang Biskra, leader of the Trovoados Resistance movement.**
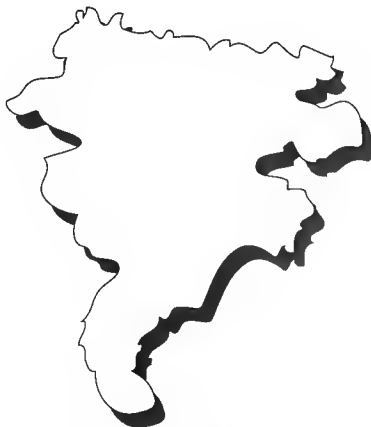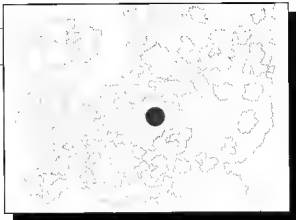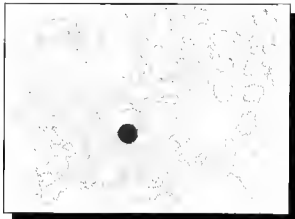
THE SLAVE ISLES

BOUREM

Recently, Bourem was the location of an industrial disaster, which caused thousands of deaths, and had a devastating effect upon the islands' ecology. Explosions at a chemical plant owned by Enrique Arnaud, billowed clouds of toxic gas into the atmosphere which laid waste to all life within a ten mile radius. Arnaud was arrested and tried for manslaughter and negligence. The Judge returned a verdict of innocent. However, new evidence has come to light, suggesting that Arnaud paid off the Judge, and actually caused the accident himself to claim insurance money. Your mission is to seek out Arnaud and Judge Hopson, and serve justice in the eyes of the population.

1) Assassinate Judge John Hopson, one of the chief conspirators in the Arnaud disaster.

2) Assassinate Enrique Arnaud, manager of Arnaud Chemicals, and mastermind behind the plan to destroy his own factory.
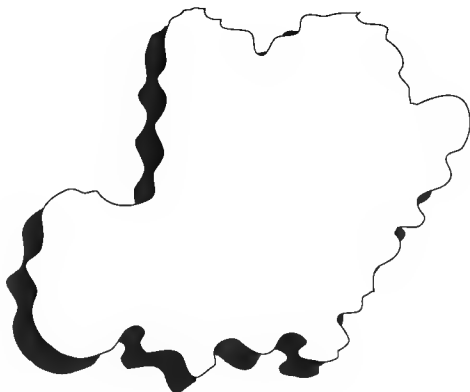
MAGHAR

Maghar is the Imperial Army's heavily fortified punishment island, where misfits and law-breakers from the army, navy and airforce are drafted to serve in the notorious punishment battalions. Paramilitary units of Secret Police maintain law and order, but even they are wary of the Psycho Squad, a suicide unit comprised entirely of muderers and psychopaths. The other punishment battalions live in mortal fear of this squadron.

With the help of his ill-treated common troops, Maghar can be liberated but mutiny is unthinkable whilst the Psycho Squad are still at large. You must eliminate this unit.

1) Sabotage the Town Hall at Asali Reach. This is the main administrative centre on Maghar, which contains a complete library of files on prisoners past and present.

2) Enlist General Patrick Holmes, Commander of Maghar's Psycho Squad.
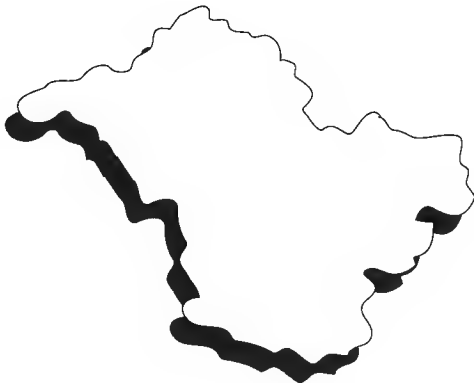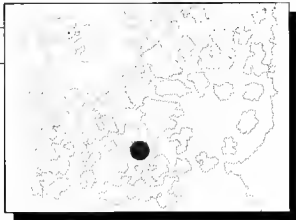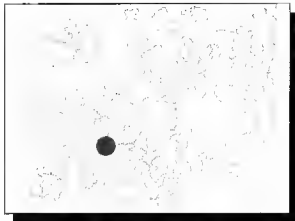
THE SLAVE ISLES

JEREZ

The island is maintained by the Imperial Secret Police as a prison colony. The inhabitants are senior political and religious leaders who have been seized by the Empire from various islands and who are now held as hostages. The island is heavily fortified. Take note that certain of the leading figures kept prisoner on the island have as little regard for the Federation as they do the Empire. Your mission is to liberate the prisoners so that they can return to their home islands to foster further revolt.

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1) Enlist Mullah Kush Alami, leader of the island's Islamic party.

2) Enlist Bishop William Price, leader of the island's Christian
party.

3) Enlist Comrade Samantha White leader of the island's Communist
party.

4) Enlist Brother Gareth Ellis, leader of the island's Anarchist
party.
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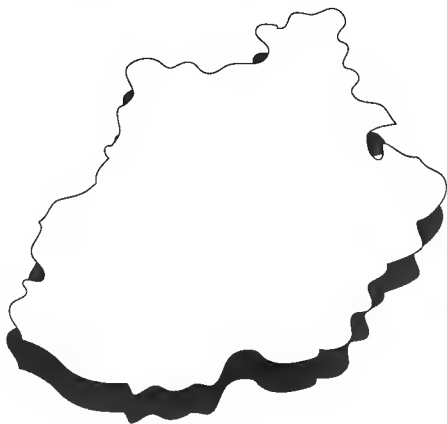
BENI MAZAR

Sixty percent of Imperial oil reserves can be found under the soil of Beni Mazar. It is vital to the Saharans that they have a detailed plan to destroy all oil installations in the event of the island's liberation. Intelligence reports suggest that the nerve centre for any demolition operation will be a newly built underwater base. Your mission is to liberate Beni Mazar whilst avoiding the ecological disaster that would occur if the Empire implemented its scorched earth plan.
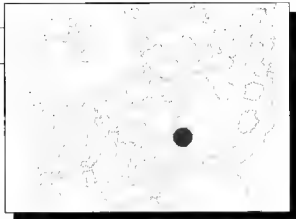
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1) Sabotage the Underwater Base at Mu'tab Sea, recently detected
by resistance divers. It is thought to be a key Imperial military
base.

2) Enlist Ahmed Beersheeba, head of Beni Mazar's Resistance force.
Beersheeba's regular radio reports to us unexplicably stopped last
week and we are now extremely concerned about his welfare.
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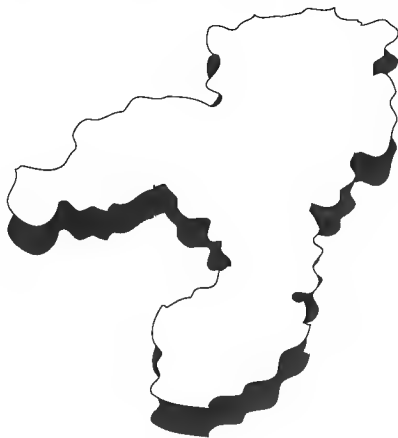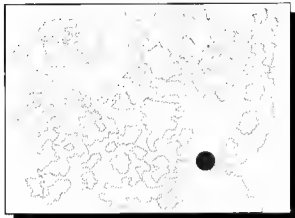
THE SLAVE ISLES

GHAZAL

This island is of key strategic importance as it guards the sea lanes used by the Empire to supply its south-eastern region. Naval patrols sailing out of ports dotted around Ghazal keep a regular guard. Since unmonitored access to the island is difficult, Ghazal makes an ideal location for the Imperial Mint. Be warned that the printers are specially selected for their honesty. Your overall mission is to cause economic and monetary chaos by liberating the island.

1) Enlist Bianca Fregona, believed to be a Commander in the Ghazal Freedom Force.

2) Assassinate Admiral Zufia Ibn Rushd. He is the master strategician behind the Ghazal's frontline of defence, and is staunchly loyal to the Empire's doctrines.

3) Enlist Shireen Ibn Musa. Although employed by the Empire, unknown to them she is a supporter of the Atlantic Federation. Her position as Chief Radio Operator allows her access to Top Secret Imperial Files, this makes her an ideal target.
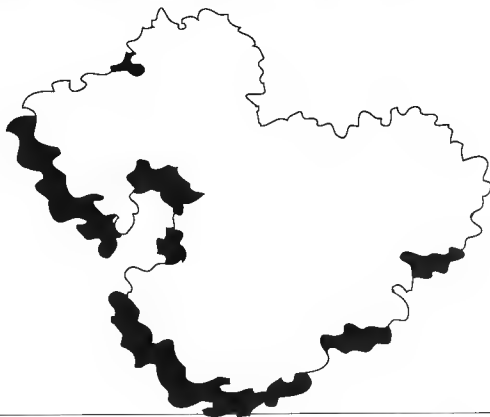
NDOLA

Ndola provides the HQ for the Saharan Colonial Civil Service and it is also the home of the Imperial Customs and Excise Head Office. There is known to be friction between the two organisations. In addition to the large garrison of Imperial troops, there is also a detachment of armed Excise officers. We believe that Imperial economic reform will result in the loss of thousands of Civil Service and Excise posts. If this information is leaked to the appropriate Civil Service department, revolt is likely to ensue.
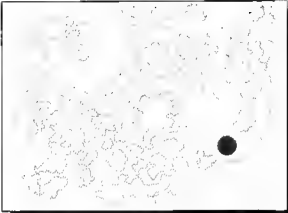
1) Recruit Bosiu Alooma, a senior Civil Servant who will provide you with some information which will be helpful to your mission.

2) Seize documents from Bosiu Alooma, detailing massive cuts in the Civil Service, and the lifting of internal tarrifs. This should be enough to cause chaos throughout the island.
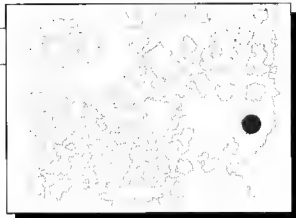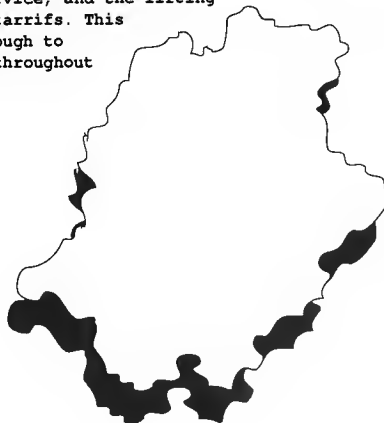
THE SLAVE ISLES

MAKAT

The main source of Makat's income is obtained by providing a safe haven for runaway slaves, on their route to Gran Paradiso. In an effort to stop this, the Saharan Empire has enforced a naval and submarine cordon around the island, operating from an underwater base, to block the entry of any illegal imigrants. With the addition of numerous flying boat units operating within Makat's own airspace, the island is extremely well protected.

Your over all mission is to disrupt Imperial defences on and around the island.

1) Recruit Hikmat Sutuz, the man responsible for the safe passage of so many slaves through Makat to Gran Paradiso

2) Sabotage the Underwater Base at Deepwater. This will open up a direct route to Gran Paradiso.
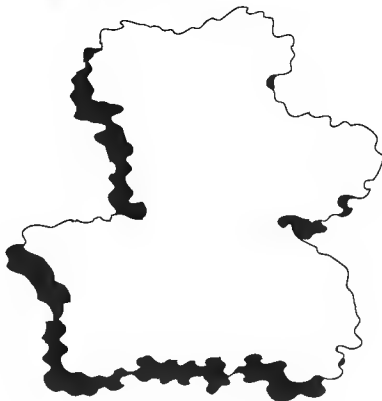
KHASH

The Imperial Treasury is situated on Khash. At ports dotted around the islands, taxes, levies and tributes are received from the Empire's dependent and vassal islands. Hugh amounts of gold, precious stones and paper money are stored in banks at various sites. The population of this island is relatively well treated by the Empire and is, in the main part, loyal to it. Your mission is to subvert the local population and deprive the enemy of a major source of revenue by which it maintains its military effort.

1) Rescue Fahla Gammito, who has been arrested by the Imperial Secret Police on charges of spying.

2) Enlist Hikmat al-Hadi, the leader of the local resistance.

3) Enlist Musa Hilmi, software engineer to the Imperial Treasury.

4) Assassinate Bakr Hejaz, the manager of the bank at Amarelo flats, which is part of the Imperial Treasury.

5) Sabotage the Bank at Ironstone Flats, which is part of the Imperial Treasury.

6) Sabotage the Bank at Matawin Ridge, which is part of the Imperial Treasury. The location of Matawin Ridge is unknown.
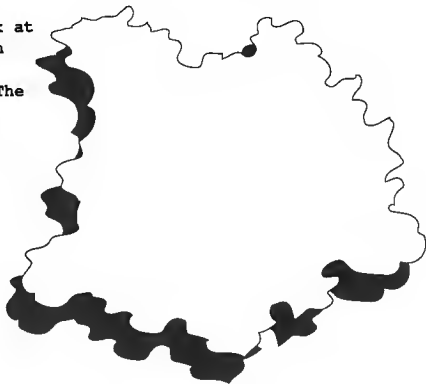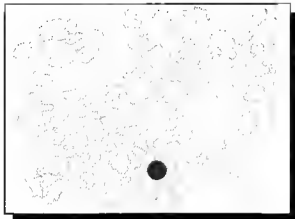
THE SLAVE ISLES

MOCORITO

The HQ for the Imperial Fighter Command, Mocorito is also the Empire's main location for the production of biplanes. The island is famous for its air races and is a Mecca for racing pilots from both the Federation and the Empire. Because of its connection with the aero industry, the hospitals on Mocorito specialise in treatment for air crash injuries. The main resistance on the island is the Nurses Against Oppression Front. This island would be a valuable addition to the Federation. You are charged with winning it for us.

1) Recruit Hamdan Bustani, who is head of the Imperial fighter command. His defection will be a severe blow to the enemy. Bustani is renowned for being a ladies man.

2) Rescue Yazid Tabari, the famous plastic surgeon who has refused to assist in the Empire's perverted medical experiments. For his crime he was thrown out of work and into prison.

3) Destroy everything at Bani-Huruth Hills, the biplane production factory. This will have a devastating effect on the Empire's fighter capability.

4) Recruit Alexandretta Sinan leader of the Free Nurses Resistance Front. Her help is vital if we are to liberate this island.

HEMET

Hemet is to the Imperial Guards Division what the pre-flood island of Corsica was to the French Foreigh Legion. The island provides the Guards Division with a GHQ and a training ground. Your overall mission on this island is to destroy the fighting capability of the Imperial Guards Division and deprive the Empire of its most able troops.

1) Assassinate Admiral Adam Robinson, the senior Imperial Naval strategist.
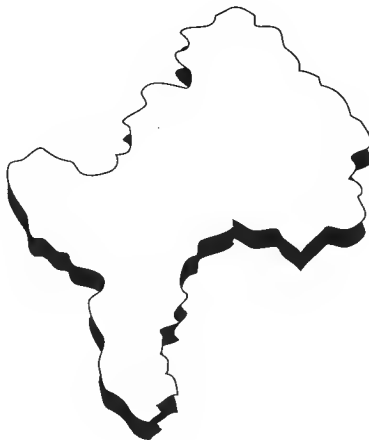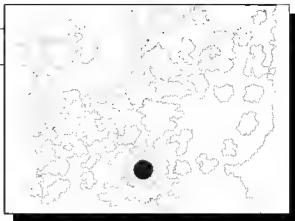
THE SLAVE ISLES

CAJAMARACA

Cajamarca is a centre for watchmaking and manufacture of precision mechanisms. Because of these industries, industrial diamonds are in great demand and smuggling is rife. One criminal activity has encouraged another and the island has become a haven for forgers. Cajamarca is famous for its bazaars where forged and smuggled goods are peddled. Little else can be said about this island - the secret police force is corrupt and there is a rather seedy down-at-heel medical college. Despite all this, the Federation is encouraging Cajamarca into the fold. Liberate the island.

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1) Enlist Captain Lufti al-Hamid. He is rotten to the core and
supplements his ownincome by taking protection money off many of
the islanders. He has the total respect of his own Police Force,
most of whom are as corrupt as him, and his recruitment would be
of great benefit to us.

2) Enlist Bishop Donald Williamson, perhaps the most respected man
on the island, although the military force on Cajamarca loathe
him, because of his affinity with the island's Secret Police.
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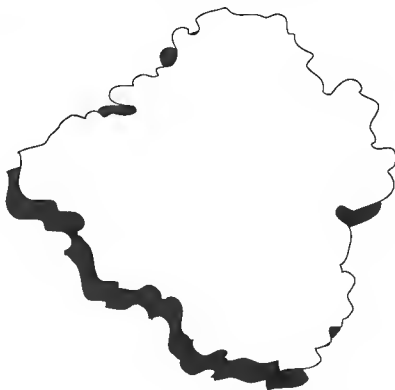
NICOBAR

Nicobar is a rich fertile island. Its Grand Harbour at Sweetwater is the busiest mercantile port in the whole Archipelago. At the moment, it is also the chosen anchorage of Admiral Kreuter's Atlantic Fleet. Kreuter, the naval genius of our age, has a mountain retreat here, close to the village where his beloved mistress, Michelle Marchetta, lives. Kreuter's help is vital in liberating the island - his fleet is the best the Empire has and his men would follow him to the end of the earth. Authority and charm will help you on your mission.

1) Enlist Admiral Kreuter. He is a proud, arrogant man, but he is also a gambler. You must find a way to gain his help. He has never been known to break his word.

2) Assassinate Eric Grainger, the General Secretary of the Dockworkers' Union. The Secret Police pay Grainger large sums of money to keep the harbour workforce quiet and docile.

3) Rescue Joseph Pearson, the pop singer, arrested by the Secret Police after the first performance of his protest song "Love is Freedom, Let's Fight For Love".

4) Enlist Hugh Evans, President of the Union of Coal Miners. The Police have framed him on fraud charges and now he's in hiding. The miners will follow him to a man.
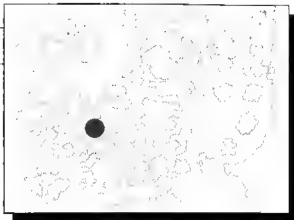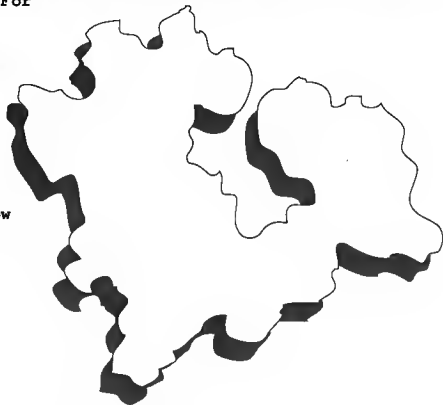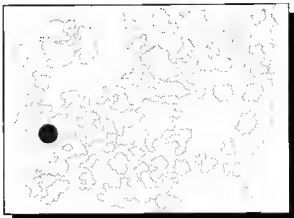
THE SLAVE ISLES

ALMIRANTE

Almirante is frequented by sailors and officers on leave from the Imperial Naval Base on Lobos. The island provides a wealth of leisure activities, ranging from hunting, fishing and minisub diving to ballooning and speedboat racing. The small offshore island of Pequeno is the start and finish point for the famous Captain Morgan's Cup, a speedboat race that circumnavigates Almirante. Less to the liking of the naval officers is the Secret Police Regional HQ at Forte. To ensure the navy's loyalty, the police keep detailed files on all the officers. If you can seize these files, the way is open for mutiny.

```
1) Elist Captain Lobengula Youlou on Pequeno.

2) Sabotage the Secret Police HQ at Forte Fields.

3) Seize documents containing files on all the Imperial Military
Officers stationed on Almirante.

4) Sabotage the Underwater Base at Secundo Ocean, where Imperial
gold reserves are stored.

5) Assassinate General Edward White. He is loyal to the Empire,
and in command of strong forces
at Viano.
```
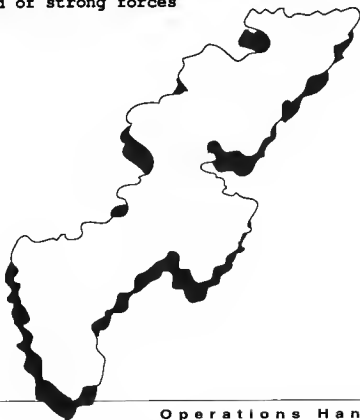
AOSTA

Aosta, sun drenched and idyllic, is the centre for the Saharan Empire movie-making industry. Two rival film studios are based on the island and the residents include many rich and famous film stars as well as a host of journalists and critics. The ubiquitos Secret Police maintain a quiet but a watchful presence on the island, ensuring that no liberal or republican propaganda finds its way into the movies. Jealously and slander are a way of life on Aosta and you should be careful about who you trust.

1) Enlist Harold Lawrence, the renowned actor, whose loss to the Empire will be a huge blow to their morale.

2) Enlist Christophe Schwabe the successful businessman, who produces all the enemy propaganda films. This will leave their film industry in ruins.

3) Enlist Nandi Fabral, favourite pin-up of the Imperial troops. She has been portrayed to them as everything right in the Imperial woman.

4) Sabotage the factory at Volcano Sister, used for film processing by the enemy.

5) Sabotage the factory at Ocean Fields, used for film processing by the enemy.
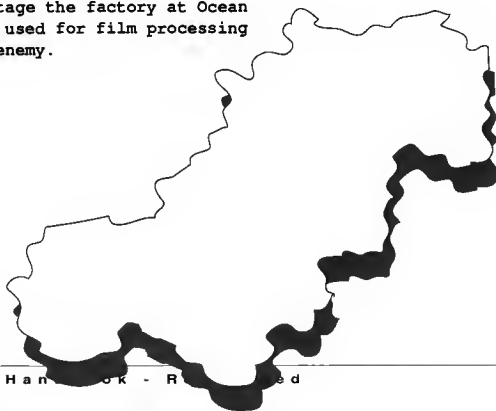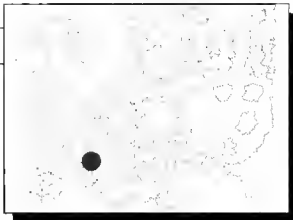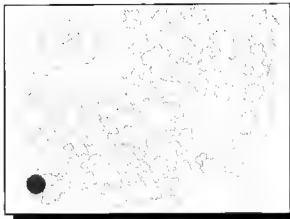
GALVA

Far from the main trade routes, Galva is a quiet and peaceful backwater. The Empire's flying sub factories are based in the north-west. In the south-east, a small group of scientists is engaged in rocket pack research. Galva is also the place of exile for the Emporer's over-ambitious nephew, Fasalis, who has a strong following in the army. Galva is unlikely to be a port of call for the Armada, but its rocket pack technology and the support of Fasalis would be extremely useful. Try charm and reason to win the islanders over to your cause.

```
1) Enlist Lord Fasalis Moumie, the Emporer's overweening nephew.
He loathes his uncle and will raise the banner of rebellion,
rallying many men to our cause throughout the Slave Isles.
```

ANDARA

Andara is the home port of the Imperial Submarine Fleet and we know that there are at least three underwater bases off the south-east coast. In the north-west of the island, the Empire is engaged in the highly advanced sonar research and manufacture, whilst further south, at Trovoadas, the Imperial Institute of Oceanography probes the depths of the ocean.

Andara's major industry is aircraft production. A complex of slave camps at Asali provides labour for Adara's aircraft factories and for its abundant sugar plantations.

1) Seize documents detailing Oceanography research. These are hidden in the Underwater Base at Salazoa.

2) Destroy Captain Soromenho's Minisub squadron in the area around the Salazoa Underwater Base. This will enable the scientists there to escape.

3) Sabotage the Underwater Base at Azul Water

4) Sabotage the Underwater Base at Primeiro Sea

5) Sabotage the Underwater Base at Esperanca

6) Assassinate Colonel Kaduna Trudo, Commandant of the Army camp at Asali, with the objective of causing uprising and dissention there.

7) Enlist Professor Andrea Hughes the Sonar Research Scientist at Fer-Sono
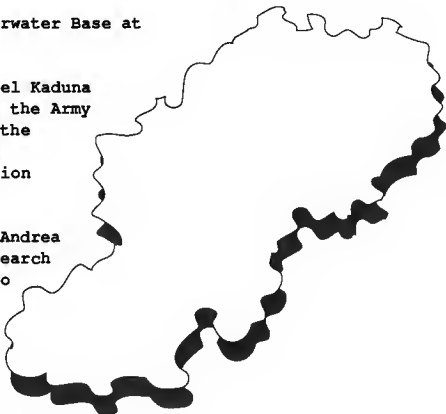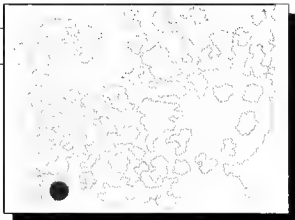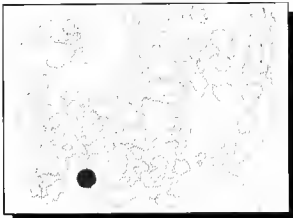
THE SLAVE ISLES

MUAR

A huge barrage stretching across the island's western bay houses a tidal hydro-electric power station. The gigawatts of electricity generated there are used for experiments in fusion power. The Empire must not be allowed to progress in this field of research. The research staff are highly intelligent scientists, many of whom are also dissident authors. We must spread their work throughout the Empire.

1) Enlist Touvalou Dube, the renowned Nobel prize winning Physicist

2) Sabotage the Electricity Works at King Point, at the northern end of the barrage.
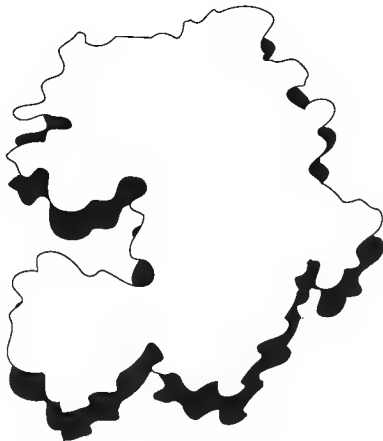
VICENZA

Subsistence farming and coastal fishing are the mainstays of the local economy. Vicenza's unspoilt wilderness and clear skies have attracted three thriving communities of artists. The island is not heavily garrisoned, but early warning radars for the naval base on Lobos are stationed here. If we hold Vicenza, Lobos is blind. Fritsch, the Chief of Police is an avid collector of old masters and his help, together with the support of the island's more rebellious artists, will be vital to the liberation of Vicenza.
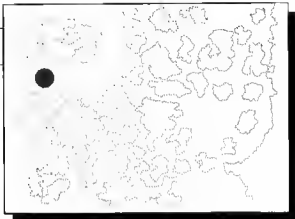
```
1) Enlist Colonel Otto Fritsch, the art-loving Chief of Police. He
is known to have some sympathy with our cause, but his price for
helping us will be high, no doubt.

2) Sabotage the Town Hall at Afonsin Plateau. The houses the
censorship bureau which vets all the works of art produced on the
island. Its destruction will win you many friends.

3) Enlist Audrey Sutton, leading light of the Maximalist Movement.
Her support is vital in the liberation of Vicenza.
```
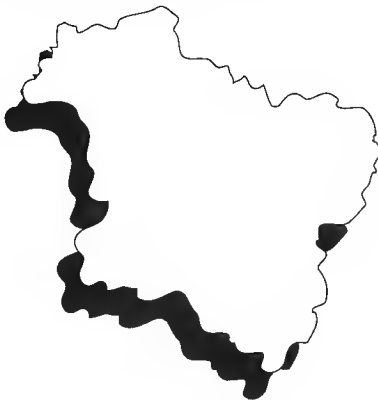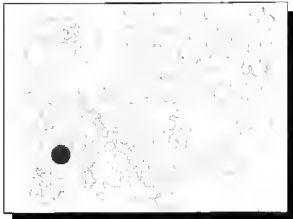
THE SLAVE ISLES

CRISTOBAL

The whole of Cristobal is owned by the quisling tycoon, Lord Albert Harper, a hypochondriac recluse who fears contact with the rest of the island's population. The Imperial garrison shields Harper from the outside world and in return he regularly makes large donations to the Saharan Empire. The largest army presence here is at Wazir, in the north-east, where supplies and water are shipped out to other Saharan Islands to sustain Imperial troops. Cristobal is virtually a self-sufficient corporate island, with prosperous fisheries, farms, mines and a booming freshwater pearl diving industry.

```
1) Assassinate Lord Harper, the tycoon owner of Cristobal.

2) Enlist Dr. Josephine Hughes, Chairperson for the Council for
Civil Liberties. She can be found working in the ghetto at
Lambert, and will encourage the workers to revolt.

3) Enlist the Governer Sambeka Bory, currently in the pay of Lord
Harper. She is to be found in Colony.

4) Rescue Hazar Amin, radar
research scientist, held against
his will at Dry. He will be
vital to the libertaion of the
island because of his
expertise in ECM,
which he will use to
'blind' enemy units.
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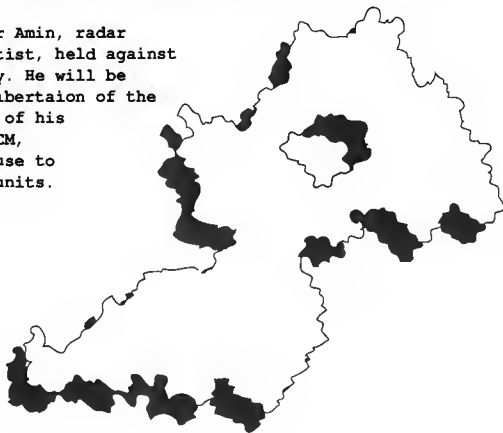
SNIPING RIFLE

A long range anti-personnel weapon, ideally used for clandestine assassination attempts. Also effective against 'soft' airborne targets, but only mildly effective against land or sea based vehicles.

DYNAMITE

Sticks of high explosive, detonated by a sixty second timed fuse, used for sabotaging and destroying buildings, vehicles or even people ! Dynamite must be planted, (it cannot be used from within a vehicle) and you must ensure that you retire a safe distance within the time limit. When the explosives are detonated, a crater will be formed in the immediate vicinity of the explosion, and everything within its range will be destroyed. It is therefore only effective against stationary targets !
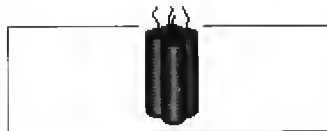
PISTOL

A short range anti-personnel weapon, deadly for close quarter assassination attempts, but hardly effective elsewhere.

ROCKET LAUNCHER

A multi-target seek-and-destroy weapon, comprising high-explosive packed warheads guided by laser system enhanced missiles fired from a portable launch unit. Highly effective against all targets except buildings.

WEAPONS SYSTEMS

HAND GRENADE

Short range high explosives thrown by hand and effective against all targets which are close by. The grenades must be carefully aimed and thrown sufficient distance so as not to harm the operative on detonation.

GRENADE LAUNCHER

Portable unit used for the firing of Hand Grenades, increasing effectiveness as it affords the grenades both greater range and accuracy.

LIMPET MINE
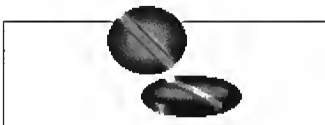
Effective against all stationary targets, especially underwater. Must be planted, like dynamite, with a sixty second time delay allowing you escape time. Limpet mines will destroy all structures in the immediate vicinity, and will cause craters.

ORCA MISSILE

Laser system guided seek-and-destroy sea surface and sub aquatic missile, effective against most sea targets except buildings. The most effective 'water weapon'.

KNIFE

Used for close quarter hand to hand combat and assasinations.

ASSAULT RIFLE

A short range anti-personnel and anti light vehicle and aircraft weapon, firing high velocity bullets.

SUBMACHINE GUN

A short range anti-personnel rapid fire weapon effective in fire-fights and for assassinations.

LIGHT MACHINE GUN

A rapid fire anti-personnel weapon combining long range accuracy and light weight making it both effective and portable.

HARPOON

Designed for underwater use as a short range anti-personnel weapon. Semi-effective against other targets.

WEAPONS SYSTEMS

HEAT-SEEKING MISSILE

NO DATA AVAILABLE

IR guided fire-and-forget homing missile, deadly against all targets except buildings and heavily armoured tanks.

TANK SHELL

NO DATA AVAILABLE

Deadly when accurate, Tank Shells must be aimed carefully by both horizontal and vertical movements of the tank turret.

UNDERWATER MISSILE

NO DATA AVAILABLE

A fire-and-forget homing missile effective against most sub-aquatic targets.

TORPEDO

NO DATA AVAILABLE

An underwater missile which is deadly when accurate. Must be aimed carefully.

SECRET WEAPONS
To use any of the Secret Weapons you have acquired, press Function Key F9. The Secret Weapons display will appear, showing an icon for each weapon you have in your possession.
Selecting a Secret Weapon icon calls up further text explaining how the weapon works, together with 'thumbs-up' and 'thumbs-down' icons. Select thumbs-up to use the weapon or thumbs-down to return to the Secret Weapons display.
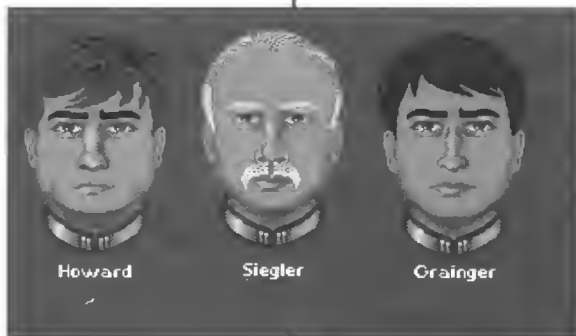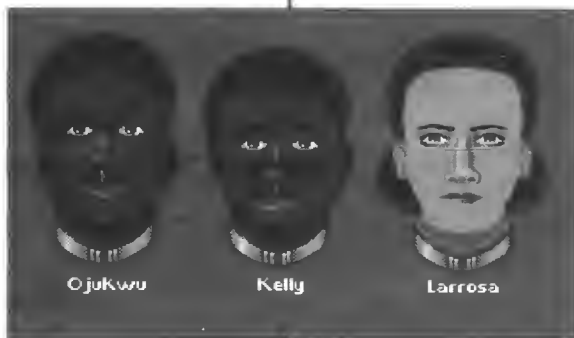
Mulele   Kreuter   Ellis

Margiotti   Yenulevitch   Toure

SECRET POLICE GUARDS

Howard   Siegler   Grainger

Tsombe   Holmes   al-Zasir

Rogansky   Dobson   Schwabe

Ojukwu   Kelly   Larrosa

Youlou Harper

al-Hamik Karalius White

Marchetta   Lamb   Mitchell

Jalofsky   Reubeni   Irving

Sutton   Ingersenmt   Anderson
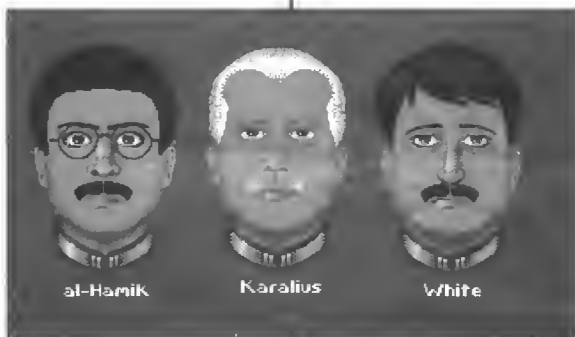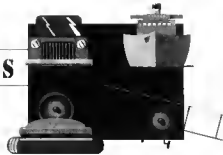
TANK

With a top speed of only 40 m.p.h., the Tank is one of the slowest and least manouevrable of all vehicles. Its great strengths lie in both its offensive firepower and defensive capabilities.

High explosive Tank Shells are as destructive as any other weapon available. They are aimed by adjusting the tilt of the barrel, and the horizontal direction. At an angle of 45°, the range of the shell is at a maximum.

Tanks are only highly vulnerable to other tanks' shells - their thick armour plating resists virtually all else.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY			

JEEP

Highly manouevrable, nippy Jeeps will withstand some punishing driving. They will not however, stand up well to attack, leaving the driver more vulnerable to injury than any other land vehicle. They provide ideal transport for reconnaisance work. If you are expecting enemy company, look for something a little safer. Like all wheeled vehicles, jeep travel faster on roads than on cross-country routes.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY			

TRANSPORT MODES

TRUCK

Trucks offer fairly safe, sturdy, reliable transport. They will not break any speed records, nor can they turn tightly, but they offer some degree of protection from small arms fire and ambush. They have limited off road capabilities, and will nearly always be seen travelling along roads.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN			
TILT NOSE UP			
VERTICAL VELOCITY			

BUS

Any Bus you encounter will not be under military control. They will always be travelling along roads, where they are best kept. If you are travelling on foot, and a bus comes along, catch it ! You'll take control of it and can manoeuvre off road if you wish. Buses do not carry any weapons !

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN			
TILT NOSE UP			
VERTICAL VELOCITY			

TRAIN

Trains need tracks to run. Find a railway and you'll eventually find a train. (Railways are marked in blue on the Main Map). Trains cannot be steered left or right, as they only travel forwards and backwards. You may, however, drive the train from either end, by using the cursor keys.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT			
TURN RIGHT			
TILT NOSE DOWN			
TILT NOSE UP			
TURN TRAIN	↕ CURSORKEYS	↕ CURSORKEYS	↕ CURSORKEYS

SPEEDBOAT

Fast and manouevrable, Speedboats cut through the waves without too much buffeting, making them a steady platform from which to fire small arms. They are, however, highly vulnerable to attack themselves. Their speed is their only form of defence.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN			
TILT NOSE UP			
VERTICAL VELOCITY			

TRANSPORT MODES

CRAWLER

An ingenious vehicle designed to allow travel along the sea-bed and across land, the crawler provides a means of access to the many of the Underwater Bases you'll need to visit. Of average top speed and manouevrability, the Crawler is hard to find, but easy to use.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN			
TILT NOSE UP			
VERTICAL VELOCITY			

SUBMARINE

Submarines offer you the best form of protection whilst underwater or on the sea surface. They can move forwards and backwards, and right and left, and also have a facility for vertical movement without horizontal movement. Well armed and well defended, the only drawback is lack of speed and ease of manouevrability.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN			
TILT NOSE UP			
VERTICAL VELOCITY	LMB ⬜ RMB ⬜	> UP < DOWN	↕ CURSOR KEYS

MINISUB

Complementing the abilities of a conventional submarine, the minisub is quick and manouevrable, whilst being more vulnerable to attack. It can change vertical direction on the move, and is highly effective in underwater 'dogfights'.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY			

SHIP

Ships, unlike Speedboats, are affected by wave movement, both pitching and yawing with the sea surface. It means that they are difficult to launch attacks from, but are less likely to suffer damage from enemy attack.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN			
TILT NOSE UP			
VERTICAL VELOCITY			

BIPLANE

With the fundamental controls of any other plane, the Biplanes you'll encounter are also fitted with a special anti-stall mechanism which will not allow your speed to fall below 80 m.p.h. whilst you remain above 200 feet. Below 200 feet you may slow normally for landing.
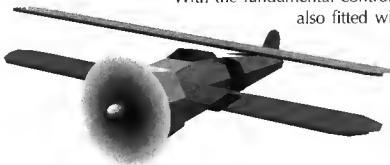
SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY			

TAKING OFF AND LANDING
To take off, start accelerating and then pull the nose of your aircraft up. To land, ease your aircraft to below 200 feet, and then decelerate. Below a certain speed, your aircraft will land automatically and you can bring it to a stop.

HELICOPTER

The Helicopters have full forward/backward, right/left and tilt controls, plus an ability for vertical ascent or descent at very slow speeds. This makes them very versatile, but also more difficult to fly than most. Practice will make perfect ! Helicopters are well armed, but fairly vulnerable.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY	CURSORKEYS	CURSORKEYS	CURSORKEYS

ZEPPELIN

Like Helicopters, Zeppelins can effect vertical movement without horizontal movement, but by a different mechanism. They too have freedom of movement in all other directions, but are vulnerable to even the lightest firepower.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY	↕ CURSOR KEYS	↕ CURSOR KEYS	↕ CURSOR KEYS

BALLOON

When piloting a balloon, you will not have 'direct' control of your transport. You can affect turn, tilt and vertical velocity, but not direction. For that you rely on windpower. Two rules govern such motion; a) the higher you are the faster you go, and b) at different altitudes the wind blows in a different direction. You may therefore alter speed and direction by altering altitude.

SPEED UP			
SLOW DOWN			
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	↑	↑	<
TILT NOSE UP	↓	↓	>
VERTICAL VELOCITY	LMB / RMB	> UP < DOWN	> UP < DOWN
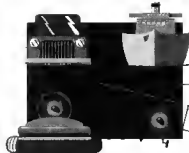
ROCKET PACK

The quickest and most manouevrable form of transport available, the Rocket Pack is also the most difficult to control. Only found on the island of Galva, where there is a large Research Centre, speeds of up to 500 m.p.h. have been achieved in testing.

SPEED UP	RMB	>	>
SLOW DOWN	LMB	<	<
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN			
TILT NOSE UP			
VERTICAL VELOCITY	↓↑	↓↑	8 UP 2 DOWN

FLYING BOAT

Handling like a Biplane when airborne and a Speedboat when on the water surface, the Flying Boat is a versatile and valuable craft. Resistant to many forms of attack, it is at its best when itself attacking sea surface vessels.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY			

FLYING SUB

The most adaptable mode of transport in the game, the flying sub can travel across both land and sea, underwater and through the air. It gives you total freedom, is well armed, and is as effective a vehicle as you will find.
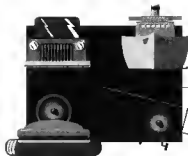
SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY			

HOVERCRAFT

Its facility to travel across sea and land, coupled with its speed and manouvrability makes the hovercraft ideal for pursuing small groups enemy vehicles around the coastlines. Hovercrafts are, however, susceptible to attack with limited firepower.

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN			
TILT NOSE UP			
VERTICAL VELOCITY			

THE HUMAN MODES
(ON FOOT, SWIMMING, PARACHUTING and FROGMAN)

One of the four human modes of transport can always be accessed by pressing the ESC key. You will also transfer smoothly between human modes. If you walk towards the shore, you will wade whilst remaining on foot for a while, then begin swimming, and eventually, when the water is deep enough, you'll be able to dive under the surface. Whilst in a human mode you have a high degree of freedom allowing you to explore the landscape, but you are very vulnerable to attack.

To switch from swimming to frogman mode, you simply look down into the water whilst swimming and move forward.

When parachuting, you have a small and constant forward speed. Using this in conjunction with your control over direction and vertical speed, you can usually steer yourself to a chosen spot.

When walking, you can use your sniping rifle. Rifle sights appear on screen and you can zoom in or out using the cursor keys.

ON FOOT

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY			

SWIM

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB	<	<
TILT NOSE UP	RMB	>	>
VERTICAL VELOCITY			

THE HUMAN MODES - CONTINUED

PARACHUTING

SPEED UP			
SLOW DOWN			
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	↑	↑	<
TILT NOSE UP	↓	↓	>
VERTICAL VELOCITY	LMB ⊞ RMB ⊞	> UP < DOWN	> UP < DOWN

FROGMAN

SPEED UP	↑	↑	8
SLOW DOWN	↓	↓	2
TURN LEFT	←	←	4
TURN RIGHT	→	→	6
TILT NOSE DOWN	LMB ⊞	<	<
TILT NOSE UP	RMB ⊞	>	>
VERTICAL VELOCITY			

APPENDIX - E
BUILDING TYPES

On approaching a Garage, Hangar or Filling Station, come to a halt. If you are close enough to the building, your vehicle will automatically be refuelled.

On approaching a Ship's Store, Gunshop or Stores, come to a halt. If you are close enough to the building, your vehicle will be automatically re-armed.

PUBLIC HOUSE

GUNSHOP

FACTORY

ENEMY HQ

CONTROL TOWER

TOWN HALL

STORE

BAWDY HOUSE
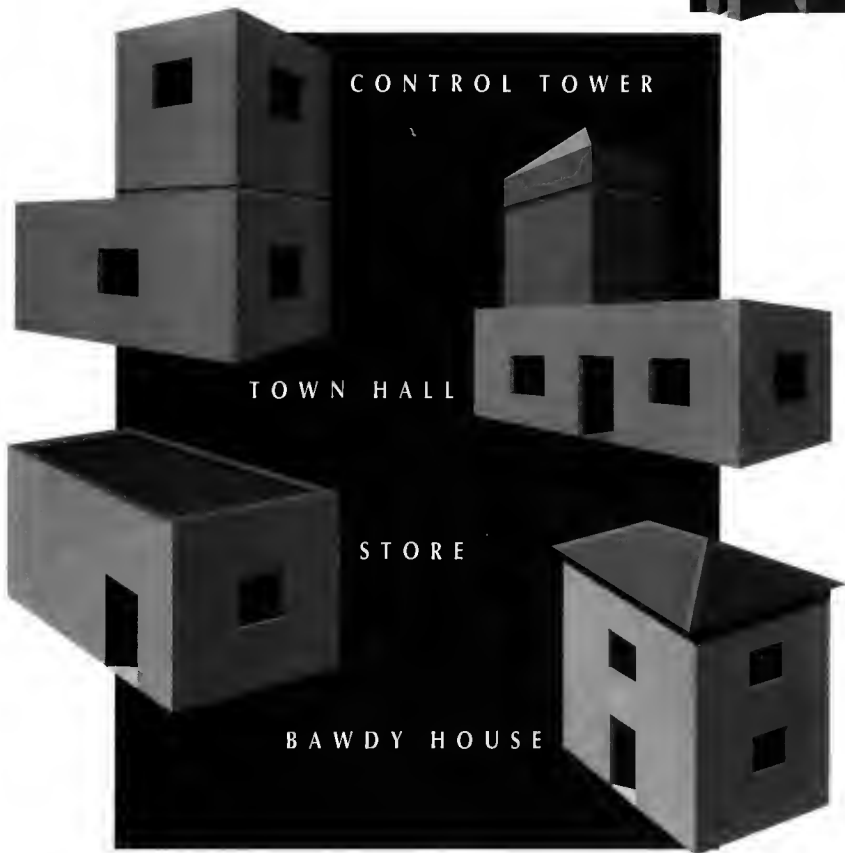
SECRET
POLICE
H.Q.

REFINERY

CHURCH

HANGER

HOUSE

JETTY
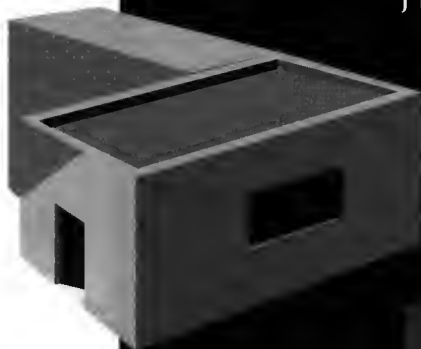
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RAILWAY STATION

WATER TOWER

FILLING STATION

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GARAGE

MINE

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EXCHANGE

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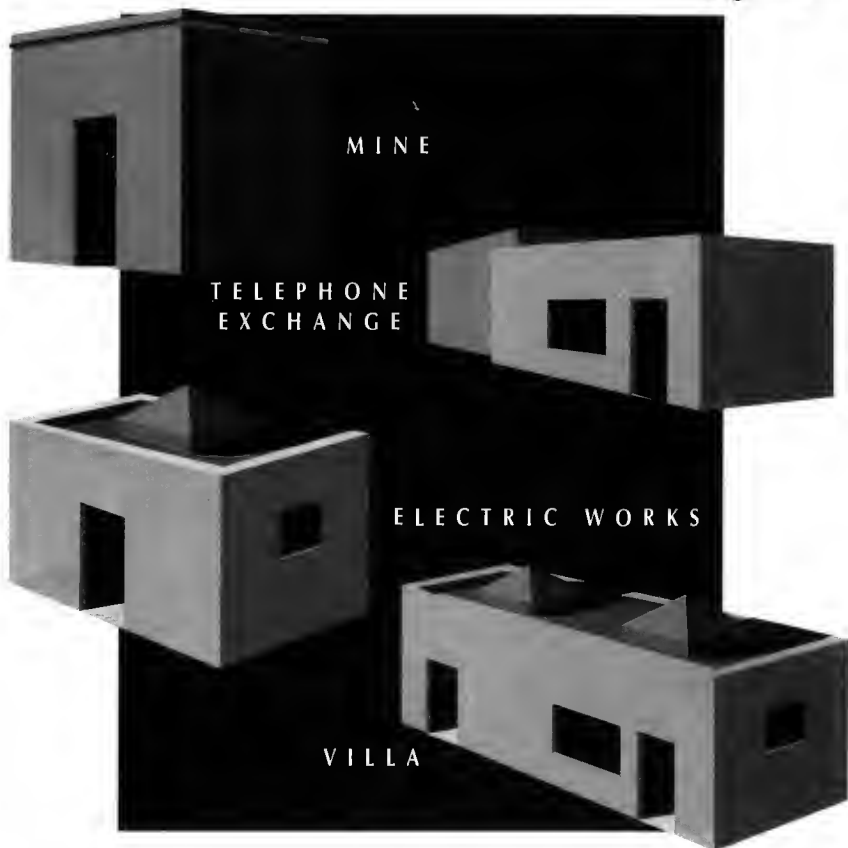
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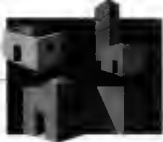
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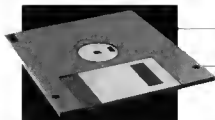
AGORA	*The home island of the Atlantic Federation and the target of your opponents. Once Agora is lost, the game is lost.*
ARMADA	*The Saharan Empire's massive convoy of planes, boats, tanks and airships, massed on the African coast, and ready to set sail for Agora.*
ASSIGNMENT	*A form of assistance. An offer by a contact or recruit to perform a rescue, murder, ambush or act of sabotage which will help your cause, and may even lead directly to the completion of a mission objective.*
ASSISTANCE	*Help offered by a contact or recruit. May take any one of nine forms, and may be immediately offered, or offered on condition you fulfill certain requirements.*
ATTRITION	*The rate of depletion of the Saharan Armada, which is governed both by the number of friendly forces previously 'earned' during missions, and by your personal actions against the Armada.*
AUTHORITY	*One of your eight psychological traits. Changing it alters both deception and reason, and it is itself influenced by charm.*
AUTOROUTE	*A route from one place to another along which travel may automatically be executed. The journey is plotted on the Main Map, and takes place in the 3-D landscape.*
BACK-UP DISK	*A copy of the Program, Graphics or Mission Disk made for your own personal use.*
BETRAYAL	*Traitors will betray you to the Secret Police. Traitors behave like any other character up to the point where you would normally be offered help. Instead, you will be arrested and imprisoned.*
BOOBY TRAP	*Some Weapons Boxes may hold life threatening Booby Traps. It is impossible to tell until you 'grab' the box. Each Trap has a delay fuse allowing you a few seconds to clear the area, or risk injury !*
BRIBERY	*One of your eight psychological traits. Changing it alters both charm and*
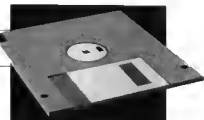
*authority, and it is itself influenced by reason. Can be used to escape from capture.*

CAMPAtGN	*The full game, encompassing strategic, tactical and action levels, in which each mission forms a part of an integral campaign to defeat the Saharan Empire, culminating in a great battle with the Armada.*
CAMPAIGN DtSK	*A campaign disk must be created before beginning each campaign. tt is a copy of the original Missions disk, which will be automatically updated as the campaign progresses.*
CAMPAtGN REWARDS	*On liberating an island, its grateful inhabitants will thrust luxury goods upon you, and you will be paid a financial bonus by the Federation. These comprise your Campaign Rewards.*
CHARM	*One of your eight psychological traits. Changing it alters authority, and it is itself influenced by bribery, threats and deception.*
COBRA	*The Covert Operations BuReAu, the top secret Atlantic Federation security department for which you work, headed by 'Control'.*
CONDtTtONAL ASStSTANCE	*Some people will offer to help you, provided that you fulfill certain conditions that they specify. The conditions take a similar form to mission objectives, and include assassination, sabotage, recruitment, rescue, destruction of an enemy unit or seizure of vital documents.*
CONTACTS	*A Contact is someone pre-warned of your presence who will offer help immediately on request.*
CONTROL	*The head of COBRA, Control is your boss, who will brief you before each mission and keep you updated as to your progress.*
DIFFICULTY LEVELS	*Beginner, tntermediate, Experienced or Expert levels may be selected when performing a Raid. They govern the number of secret weapons given to you.*
EAST ATLANTtC	*The region of the world in which Agora, the Slave tsles, and the coast of Africa are found.*
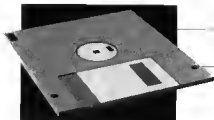
ENDURANCE   One of your five physical traits. Changing it alters recuperation, and it governs the rate of depletion of energy reserves.

ENEMY UNIT   Each enemy unit comprises any number of vehicles, all of one type, under the leadership of one Commander, by whose name and rank the unit is identified. Each unit operates individually; the loss of the majority of a unit may lead the remainder of that unit to desert.

ENERGY RESERVES Your energy reserves represent your total stock of energy, shown by the number of full running man icons visible on the state of health display. It is converted to muscle power when you rest briefly, and is itself replenished by sustained rest.

FtELD AGENT You are one of several Field Agents employed by COBRA. tt is your task to undertake the top secret missions as you are one of the elite.

FtREFtGHT   This option puts you into the thick of the action, halfway through a mission. Accessed via the Training Department.

GRAPHICS DtSK The disk supplied which holds, among other things, your saved agent files.

HEADQUARTERS COBRA's main offices on Agora, where you are briefed before and between missions, may use the Training facilities, and perform all disk-based operations.

HEALTH   Your body is divided into six areas, each of which may at any time become injured. If they do, they become overlayed by a red cross on your health diagram. tf a body area is damaged, movement may become restricted. Time heals any injury, but the duration of convalescence needed may vary from injury to injury.

HELP KEY   Pressing the "Help" key whilst moving around the 3-D landscape will display the method of control for your current mode of transport.

HUMAN MODE   The non-vehicular modes of transport. On land, walking. On the sea, swimming. Underwater, as a frogman. Whilst airborne, aided by
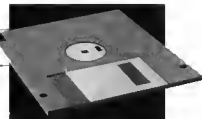
parachute. Each may be activated by pressing the "ESC" key.

tCON BUTTON The method of selection most commonly used in Flames of Freedom. When using the mouse, the left hand button. When using the joystick, the fire button. and when using the keyboard, the space bar.

tMMEDtATE ASSISTANCE Help offered by contacts, who require no persuasion.

INTELLtGENCE All intelligence known to the Atlantic Federation is made available to you via the tntelligence option on the Main Map. All known locations of people, vehicles, weapons and enemy vehicles.

ISLAND BUTTON The button used to select which island you wish to perform your next mission on. For every method of control, this is the space bar.

tSLAND REPORT The first section of your mission briefing, outlining the background of the island, the major objectives, and any other relevant details.

KEY tCON The icon on all map screens which hides all other icons relevant to that map. Move the pointer over the key icon to reveal the other icons.

KNOWLEDGE One of the nine types of help you may be offered, telling you the position of a person, enemy unit or vehicle, or information about a certain persons activities.

MAtN MAP The map of the whole East Atlantic, seen by pressing Function Key F5, which can be magnified and reduced as necessary.

MtNI MAP The section of the map in which you are currently moving, seen on the information panel when using a mode of transport. It cannot be magnified or reduced.

MISStON BRtEFtNG Once you have selected an island, you will be briefed about its mission. You may question 'Control' about seven aspects of the mission; Island Report, Mission Objectives, Journey Time, Transport & Weapons Supplied, Contacts, and General tntelligence.

MISStON DtSK The disk holding all the island specific information, which must be used
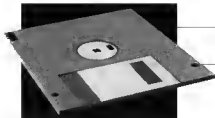
to make a Campaign Disk before playing a Campaign game. When performing a Raid, you need not have a Campaign disk, but no information can be saved.

MISStON OBJECTtVES	*To completely liberate each island, a series of specific mission objectives must be performed, which are given to you at the mission briefing. As each is completed, you will be told. All must be completed to effect liberation. Specific mission objectives for each island can be found in Appendix A.*
MUSCLE POWER	*Your 'instantaneous' energy available for physical activity, which decreases at a rate according to the type of activity you are engaged in. It is replaced from your Energy Reserves whenever you stop and rest.*
NOTEBOOK	*Accessed by pressing Function Key F7, your Notebook gives an up-to-the-minute account of your mission, detailing people met, contacts made, enemy units destroyed, buildings sabotaged, weapons and papers available and campaign rewards earned so far.*
OBJECTtVES	*See Mission Objectives*
OPERATION SCORPIO	*Codename given by COBRA to the Saharan Empire's plans to capture Agora.*
OPERATtON WILDFIRE	*Codename given by COBRA to the Federations activities in attempting to liberate the Slave tsles.*
OUTPOST	*A slave island dependant on a stronghold or the mainland for its survival.*
PAPERS	*Forged Papers allow you to pass through Saharan forces with a reduced chance of being attacked. They may be found or given to you by a contact, and vary in quality.*
PERSONNEL DEPARTMENT	*The area of COBRA HQ in which you set your looks, name, physical and psychological characteristics, and can load and save personnel files*
PHYStCAL PROFtLE	*Five traits combine to give your physical profile; Reflexes, Endurance, Sturdiness, Recuperation, and Stamina. They are interrelated and govern*

all aspects of movement. They may change over time, for better or worse.

PLEADtNG   One of your eight psychological traits. Changing it alters authority and threats, and it is itself influenced by deception.

PSYCHOLOGtCAL PROFtLE   Eight traits combine to give your psychological profile: Charm Sex Appeal ,Bribery, Threats, Reason, Pleading, Authority and Deception. Every aspect of your make up will be called upon at some time - and your profile will change according to your responses to situations. tt is especially important when meeting people.

QUICK TtME   A route from one place to another along which travel may automatically be executed. The journey is plotted and takes place on the Main Map. You will only return to the 3-D landscape at your journey's end, or if "excitement detection' is activated during the journey.

RADAR   The short range radar window shows the radar profilesof your surroundings, with items colour coded for identification.

RAtDS   Raids allows you to tackle any one of the 41 missions individually as a complete game in one session, without reference to the other islands of a campaign game.

REASON   One of your eight psychological traits. Changing it alters deception and bribery, and it is itself influenced by sex appeal, threats and authority.

RECUPERATtON   One of your five physical traits. Changing it alters sturdiness, and it governs the amount of energy gained during rest.

REFLEXES   One of your five physical traits. Changing it alters endurance, and it governs your resistance to injury.

REST   Whenever your Muscle Energy or Energy Reserves drop, you will need to rest, by pressing F2. You can then choose to rest for five minutes or for hours.

ROUNDEL   A marker used on the Main Map to show the position of a person, vehicle, weapon or enemy unit.
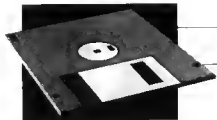
GLOSSARY

SAHARAN EMPIRE	*The evil opponents of the Atlantic Federation, who run the Slave Isles as dictatorships, and seek to do the same to your home island of Agora. The Empire must be destroyed if the East Atlantic is to be at peace.*
SECRET JOURNEY	*A person may offer to take you to meet another person whom is known to them, but whose whereabouts are to remain secret. Typically such a person might be a high ranking member of the local resistance whose life would be endangered by anyone gaining knowledge of how to find them.*
SECRET POLICE	*The backbone of the Empire's tyrannical war machine, the Secret Police terrorise the people of the Slave Isles on a day to day basis. If held by the Secret Police, expect systematic torture. They are trained to be totally ruthless. The majority are.*
SETTLEMENT	*A place of two buildings or more. Not all settlement locations or names are known before a mission; those you discover are automatically added to your intelligence.*
SEX APPEAL	*One of your eight psychological traits. Changing it alters reason, and it is itself influenced by threats and deception. Sex Appeal may only be used on a member of the opposite sex.*
SHELTER	*A person may offer to shelter you from the Saharan Forces for a while, which is especially useful if the enemy are in hot pursuit and you have limited resources at your disposal.*
SKULL RATING	*Each island mission has a skull rating associated with it, indicating the level of difficulty of that mission. Skull ratings are seen on the mission selector screen.*
SLAVE ISLES	*The 42 islands of the East Atlantic archipelago. Controlled by the Saharan Empire, who exploit the populations relentlessly, the islands must be liberated if Agora is to remain free.*
SPARE VEHICLE WEAPON	*An unclaimed item, available for use. Its position is known and indicated on the Main Map.*

SPECIAL ACTIONS   There are three Special Actions which you can perform; Leap, Talk or Grab. All are executed in the 3-D landscape by pressing F1 when the Special Actions window shows that an action is possible. They allow you to perform actions without 'leaving' the 3-D landscape.

STAMINA   One of your five physical traits. Changing it alters reflexes, and it governs how quickly muscle power is replenished.

STRATEGIC PLANNING   Allows you to make a precise simulation of the strategic part of a campaign without actually having to engage in any action. Accessed via Training, or when choosing a new island mission.

STRONGHOLD   The Slave Isles of Dhafra, Lobos and Camargo, which supply essential items to the other islands, or outposts. The most strategically significant islands, whose liberation will initiate the fall of others.

STURDINESS   One of your five physical traits. Changing it alters stamina, and it governs the rate of recovery from injury.

SUPPLY ROUTES   The lines joining islands on the Strategic Planning and Political Maps, showing routes along which supplies must be brought to an outpost from a Saharan stronghold or the mainland to continue to ensure that the island remains enslaved. By cutting the lines you can force the liberation of an island without performing its mission.

THREATS   One of your eight psychological traits. Changing it alters charm, sex appeal and reason, and it is itself influenced by pleading.

TRAINING DEPARTMENT   Offers you the chance to practise any aspect of the game in isolation; Strategic Planning, Escape Training, Training on any mode of transport, or to Firefight.

TRAITOR   An inhabitant of the Slave Isles who conspires with the Saharans and will betray you to them. They behave as normal until the time comes when you would usually be offered help. Then they turn you in. Returning to a Traitor after they have betrayed you will prove profitable !

TRANSPORT   There are 22 modes of transport, including the human modes, available to

you. Some are rarer than others. You may be given transport at the start of the mission, or offered it by a person you meet. You can also 'leap' into any vehicle via Special Actions.

TREATMENT   A person may offer you medical assistance. The person's medical skills will vary from poor, through average and good, to excellent. Each level of skill will allow them to repair one damaged body part in a session.

VILLAGE   See Settlement.

VITAL   You may be asked to find or seize documents as a mission objective or
DOCUMENTS   condition of help. They can be found in a Weapons box somewhere on the island, or may be given to you by a contact or recruit.

WAR ROOM   The COBRA Department in which all disk based operations are performed; creating campaign disks, backing up originals, and loading and saving existing campaigns.

WAYMARKER   The point where an Autoroute changes direction, plotted on the Main Map. Allows complicated pathways to be plotted.

WEAPONS BOX Hold objects which may be 'grabbed' via Special Actions in the 3-D landscape. Contents can only be found by grabbing. Usually weapons, but may be vital documents or even a booby trap !

WEAPONS   There are over a dozen weapons systems for your use. Some will be given
SYSTEM   to you, others you will find. Each system has its own handling characteristics, and effectiveness against a range of targets.

INDEX

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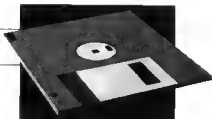
OPERATIONS HANDBOOK
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DEAR PLAYER,

I don't know at what stage you've got round to reading this - whether you've just unwrapped the cellophane from the box and let the manual fall open at this page or whether you've been playing the game for weeks before noticing this brief epistle. Whichever is the case, t hope that Flames of Freedom gives you many hours of entertainment.

From the outset, Flames of Freedom was designed to offer you a single, massive challenge where all the skills you have learnt during individual missions mesh together in a grand finale. At each level of play, your decisions and actions don't just bring you a higher score: they directly influence the course of events at a higher level.

Winning a dogfight, for instance, can be fun in itself but you might have destroyed the last plane in an enemy squadron. Then, it turns out, destroying the biplane squadron enables you to recruit a scientist - the last of your mission objectives. The island is liberated and enemy supply lines are cut. As a result, two other islands are liberated, blocking the route of the Saharan Armada. This makes a crucial difference when the Armada sets sail and instead of having to defeat 15 Battle Groups, you only have to deal with a handful. As a consequence, you end up winning instead of losing !

At the same time, we've tried to weave as much excitement and drama into the game as possible. As you dash about on your mission, the story begins to unfold around you. You learn of other people. You find out what makes them tick. You try to win their hearts and minds. You deal with treachery and deceit whilst, all the time, danger shadows you.

Breathing life into the complex world of Flames of Freedom has been a fascinating but arduous task. All the programmers and artists at Maelstrom have given 110% effort. On the publishing side, MicroProse have shown commendable patience and given much valuable help and encouragement. tt only remains to say that everyone involved in the project hopes that you enjoy the game and thanks for buying it !

Mike Singleton.

NOTES